

SHADOWRUN

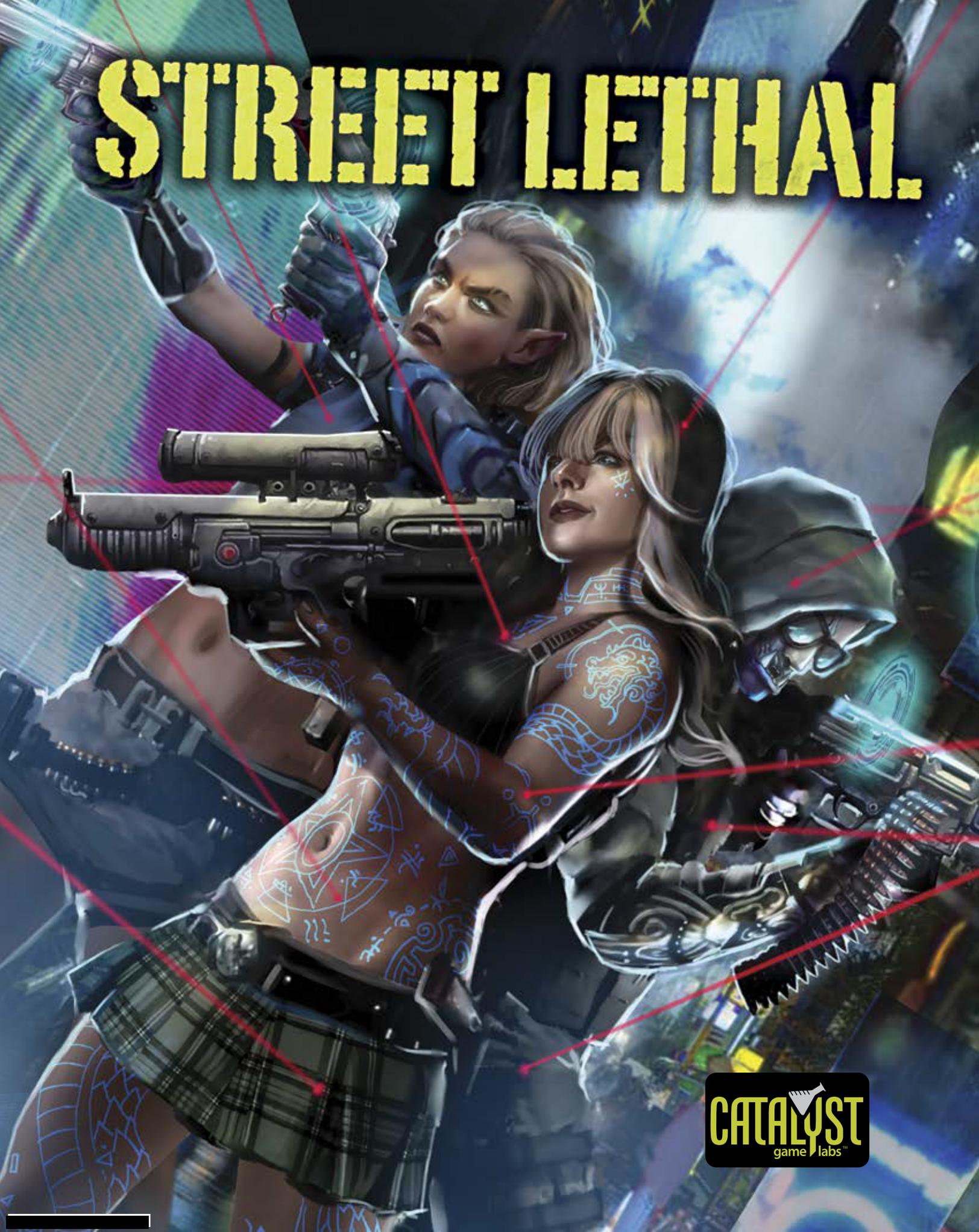
STREET LETHAL



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ADVANCED COMBAT RULES

STREET LETHAL



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INTRODUCTION

There is no better way to get a shadowrunner to stare at you like you're some sort of alien from a distant planet than to ask them, "Got enough guns?" Sure, they understand the words individually, but once you put the word "enough" in front of guns, all sense disintegrates. It's like saying "square wheels" or "fluffy dragon"—the words just don't go together.

And they're not crazy to think that way. Runners have a lot of different weapons because they get themselves into a lot of different situations, and having the right weapon—or the right tool—can be the difference between success and an abrupt fade to black.

Street Lethal is all about providing more tools for runners. The *Expanded Arsenal* is just what its name says—more weapons and armor for shadowrunners, including the latest offerings from eccentric discount manufacturer Kramer and a resurgent Narcoject. *Military and Future Weapons* takes a look at some of the concepts corps are working on and prototypes they are developing so that runners can anticipate what might be thrown at the future—and, if they're lucky, get their hands on an early prototype to help them cause havoc. With *Opposition Report: CorpSec*, the focus turns to the powerful tool of information,

giving the runners details on corporate security techniques and some of the preferred tactics of the major players. *Unconventional Fighters* looks at some of the other fighting forces runners might encounter on the job, including mercenaries and pirates (this chapter also has life modules and qualities for making characters with a background in these forces). Finally, *Lethal Arts: New Techniques and Options* gives runners expanded rules for group tactics, focusing on mixed-unit tactics.

With the material in this book, runners will be poised to deal with all sorts of problems they'll find themselves in. They might learn how to gain a little extra oomph with a fluid-motion mace, or how to beat a quick retreat with the Hot Drop Rapid Egress Jetpack System. They'll know more about how a corps might defend the particular building they're looking at, and how Mitsuhamas's approach might differ from that of, say, Spinrad (hint: one will leave you deader). They'll get important insights into the fighting capabilities of El Cuadrilla and who they're working for now, along with insights into the derangements that drive the Flaming Sword. And they might even, ghost help them, learn how to function alongside regular army types.

All this and more is waiting ahead. Dive in, and make sure the streets are mean to everyone but you!

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PROVING GROUNDS

Big labs were bad news. Big labs with a lot of rubber pellets near a wall with a deflection cone built into it were worse. Stuff was tested there, stuff that needed a lot of space. Nice things didn't take a lot of space. Bunnies didn't. Neither did kittens. Explosions, weapons ranges—those were things that needed room.

That was not what Cayman wanted to be in the middle of, but it's where he was. Standing guard while Groovetooth jacked in to a wired host hidden away in the Faraday cage that was buried in the room's walls. X-Prime was standing near her, twirling his Taurus Omni-6 around his finger like he was an Old West gunslinger.

"Ninety-five percent of what you're copying is garbage," X-Prime said. "More than that, probably—ninety-nine, maybe. Memos. Calendar items. Passive-aggressive notes about people stealing other people's lunches. Drek like that. But we'll have copies of all of it."

"You'd rather I search for specific files?" Groovetooth asked.

"Seems like it would be more direct. And faster."

"Only if they didn't encrypt anything. And what sort of fool goes to this effort to secure their data, with this room and this cage, and then leaves it just open for anyone who logs on to read? Besides, if I search, I leave a trail. One

hunter goes into the savannah, you can track where they went, and you have some idea what they were looking for. A thousand hunters go in at once? No one knows what they are looking for. I am stampeding across this device."

"Yeah, that'll throw them off our scent. They'll sit there wondering, 'Did they want information about the next meeting with Doris from HR? Were they looking to see who would be working next Friday night? Or were they trying to dig up the information on top-secret weapons prototypes we have stored on the host?' It'll truly be a mystery. They'll never figure it out."

Malinalli walked around the edge of the room, left arm outstretched so that her fingertips lightly brushed walls and desks. The sleeves of her rose-colored chambray shirt were rolled up, revealing that the serpent tattoo on her left arm was glowing softly. "The emotions here are ... strange."

Cayman seized on that immediately. "How? Stressed? Worried? Anticipating disaster? What?"

"Stress, yes, but there always is." She spoke in an unhurried, soft voice. This was the third run Cayman had done with her, and he had yet to see her flustered. "There is something different, though. Excitement. Something else—I can't ... happiness?" She paused. "I can't be sure. I encounter it so rarely."





BY JASON M. HARDY

“Who the hell is happy in a corp lab?” Cayman said.

“People who think they did something that will get them paid,” X-Prime said. “Whatever research they’re doing is probably going well. Which is good. Should make whatever we’re getting more valuable.”

“Which is bad,” Cayman said. “Because whatever they’re working on could be used against us.”

X-Prime shook his head. “Have you always been this no fun?”

“Is there any doubt?”

“None.”

“How much time, Mouse?”

“Five ... four ... three ... two ... one ... done.” Groovetooth pulled the removable drive from the device.

“Let’s go,” Cayman said.

That was when steel doors slid down over the two exits from the room.

“Dammit!” Cayman said. “Whatever happened to security bursting in on you?”

Malinalli has her hands outstretched, turning and twisting slightly as a misty void opened in front of her. Hands reached through the void, and she reached forward to help the spirit emerge. “I would have known if they had gotten close. This contains us without giving advance notice.”

She paused. “They will be bursting through the door soon, though.”

“Good. Everyone ready?”

Groovetooth drew herself up to her full 1.3 meters. “All set.”

Cayman shot her three times, then cocked his head to remember and shot her a fourth time. She fell to the ground, blood pouring out of four chest wounds.

Cayman took a few steps and stood over her. “Doesn’t look right,” he said. “You were too controlled when you fell. Went down too easy.”

Groovetooth opened her eyes. “You wanted me to just drop on my head or something?”

“I’m not saying that.”

“Well, I’m not getting up. It will mess up my blood pool.”

“Yeah, yeah. Just ... give yourself some leg twitches. Like dying spasms or something. That’ll make your posture convincing.”

Groovetooth gave one quick nod, then heaved her body a few times. Cayman thought the heaves were overdone, but once she settled he had to admit she looked pretty dead. The fake blood flowing out of the murder armor didn’t hurt any. Cayman took out the clip that had held the four squibs and inserted one full of real bullets, just so he’d start fully loaded.



He kept his pistol trained on Groovetooth's fallen form, then looked to his right. The spirt Malinalli had summoned was drifting back toward the thick exterior wall in order to hide inside it, while Malinalli was generating an illusion of a hood over her head and cuffs on her hands, which she held behind her back. X-Prime had a pistol pointed at her. He was standing straighter than Cayman had perhaps ever seen, surprisingly straight—he would have sworn that by this point, Prime's slouch was permanent.

"Don't get too caught up with words," Cayman said. "Just say enough to get us out."

While keeping his weapon aimed, X-Prime moved his free hand to his chest in a gesture of mortal affront. "Sir, you might as well tell Warren Cartwright how to play the guitar."

Cayman desperately wanted to roll his eyes, but the steel door was opening. Showtime. He knelt down and felt for a pulse in Groovetooth's neck. Which was strong and easy to find, but the pose was important, not the result.

Once the steel door was clear, the wooden door it had concealed flew open. Probably kicked. Two officers in helmets with mirrored visors came in, then immediately moved to either side of the doorway, giving room for two more officers to join them. One of them spoke in a barking voice.

"Weapons down! Weapons *down!* Now! Put 'em down!"

Cayman, who was still down on one knee, gently put his pistol on the ground, then raised his hands. X-Prime slowly bent forward and laid his pistol down as well.

"It's all good," X-Prime said. "We've got the situation under control. Though I'd feel better if at least two of you would point your weapons at this woman over here, since I can't point mine at her now. She's a spellcaster, and while I've got her restrained, with her kind I always feel better about an extra measure of protection."

The guards stood still and quiet for a moment. This was a good time for them to have mirrored visors, Cayman thought—it's never good for others to see your confusion. He gave them time to process.

"Who the hell are you?" one of them finally asked.

X-Prime called up an ARO that everyone could see. "Aegis Cognito. The project here required some extra eyes on it, especially from people who could range out a little farther than your place-based forces."

"How did you get in here?"

X-Prime twitched one hand at Malinalli. "Followed them in. Would have been nice to stop them sooner, but there's something to be said for catching them in the act. Especially if it results in one less person to fill up a cell."

Then two more guards, who had apparently been waiting outside, came into the room. One stayed at the doorway, the other stepped forward. She had some extra stripes on her shoulder, indicating authority.

"Well done," she said. "We'll take it from here."

X-Prime smiled kindly. "I appreciate the sentiment, but this one's going to stay with us. There is plenty of information to be had. We will share, of course."

"The sharing would be much easier if the interrogation was done right here. It could be a joint interrogation, if you'd like. We have no problem with that."

"Do you have soykaf?"

"Of course."

"Then lead the way!" He moved to pick up his gun, and when no one stopped him, Cayman did the same.

The leader nodded, then turned her visor toward another guard. "Get the corpse."

Things had gone okay so far, but might get worse starting now. The entrance created by a summoned spirit of earth was only ten meters away, and every step they took deeper into the complex got them farther from where they wanted to be. It didn't help that once a guard tried to lift Groovetooth, her breathing might become more noticeable.

The only thing to do was see what kind of formation the guards took on the way out of the room.

Sadly, they were not entirely inept. The leader went to the doorway, walking past two others who were clearly intent on flanking the doorway until it was clear. One went to get Groovetooth, and another went to keep an eye on him. They were not concentrated together, and they were not going to be foolish enough to all turn their backs on the intruders at once.

They would get no improvements in the conditions. It was time to act.

Cayman moved a step away from Groovetooth. "So who's going to clean up the blood?"

On that pre-arranged cue, the team sprang to action. Cayman and X-Prime had the visible guns, so they'd get initial attention. Cayman moved to his left, firing one pistol with his right hand and drawing a second with his left. He hit a guard at least three times, but with he didn't know how much damage went through the body armor. X-Prime went right, shooting wildly, more to provoke nervousness than do damage. The hood and cuffs on Malinalli disappeared, replaced by fireworks flashing and whistling screams. The light show would harm no one, but the guards didn't know that, and they flinched. Groovetooth—who had the paydata and was really the most important one to get out of the facility—returned to life and scrambled toward the tunnel that had given them access. If all went well, Cayman would be leaving right behind her.

All did not go well.

The two guards who had intended to retrieve Groovetooth changed their course quite rapidly once bullets started flying, dashing toward the door. The guards by the door started returning fire of their own. Then one just outside the door made an underhanded throwing motion that filled Cayman with dread.

What the hell were they doing? The room was large, but a grenade thrown in any part of it would do substantial damage. How much expensive equipment and data were they willing to destroy just to frag a few runners?

Cayman decided he could think about that question more after he had found a way to survive the blast.

This was going to hurt, but it looked like the grenade was in the middle of the room. He was already far enough to avoid some of it. What other protection could he find in three seconds or less?



It didn't matter. The time turned out to be far less. There was a kind of flash and a kind of thunk like a huge bass drum had been hammered half a kilometer away, an impression more felt than heard. The ground shook. Cayman lost his balance. And then ... and then ...

Then the world broke.

He was looking at the floor. From a distance, higher than his customary 1.9 meters. And the floor was sliding out of his view. No. He was rotating.

His feet wheeled. They touched nothing. Neither did his hands, his arms, his hips, his head, anything. He was floating.

He was also a stationary target, a thought driven home by three bullets slamming into his midsection. His armored vest absorbed enough damage that he only really suffered from a loss of breath, but it was not going to get better if he just remained stationary. Action was desperately needed.

Cayman had spun around enough to know where the floor was. He twisted, bent at the waist, and brought his pistols up. But only slightly, since he had to aim down.

He pulled each trigger as quickly as he could. Accuracy wasn't important right now—physics was. The bullets did their work, Newtonian physics kicked in, and he started drifting backward and up.

Bright orange flashed to his right. Mallinalli was throwing fire. Good choice, he thought. More chaos and confusion was definitely welcome.

Below and in front of him, guards were retreating behind the door and looking for a shot at the floating targets. The fire was keeping them back, at least for a few seconds. Cayman hoped it would be enough time for him to get to the ceiling.

The punch on the back of his head caught him completely by surprise.

His backward momentum was gone. He put himself into a ball and let the force of the blow turn him. When he was upside-down, he saw one of the guards floating up there with him. In all his twisting, he'd missed him. Dammit. Luckily, the guard seemed to have been caught off guard and dropped his weapon when he took to the air. Rookie. And he punched like a toddler.

Or that's what Cayman told himself as he fought off the stars clouding his vision.

He saw clear enough to fire. One shot twisted the guard around, another stilled him of all movement except a slow drift.

In front of him, the reflected orange of Mallinalli's spell faded. There was no way that was good.

Gunfire immediately followed. Cayman could not see the guards firing it. But he felt it, as a round went through his calf.

It probably would have been worse if he didn't quickly fall to the ground.

This time he lost a gun in the effort to roll into a ball and protect his head. The gun clattered away as he thudded into concrete. His head was begging him to let the stars win and overwhelm him, and his leg was screaming with sharp ice.

They had to be ignored, though. His legs and arms were

moving before he even had traction. Someone was firing a gun. He thought it was someone on his side. He couldn't see anything. He only had the memory of where he was in the room before he hit the floor to hopefully point him in the right direction.

His hand hit something sticky, then something solid. He knew immediately what it was. He scrambled over the body of the guard he had shot, then lay flat on the floor next to him. Shots rang out. The dead guard was kind enough to absorb them.

A pinhole of vision emerged, then widened to maybe an egg. Then a goose egg. He saw a dark form disappearing into even deeper darkness. The hole. The exit. It was right in front of him.

Shots fired again. They felt like covering fire. Cayman moved, army-crawling across the smooth floor. He got to the hole, which was under a shelf, then turned. He'd love to get out of there, but that wasn't how the job worked.

The form he had seen entering the hole was Mallinalli. Her eyes were barely open. One more spell might send her right out.

"Where's the Mouse?"

"Already out," Mallinalli said.

Cayman nodded. Good. Priorities were straight. The spirits Mallinalli had assigned to the tunnel would help Groovetooth stay safe.

That only left one person accounted for.

Shots rang out. Cayman turned. And almost died from astonishment.

X-Prime was dashing around the room. Whatever had happened, he had it figured out. He would jump, and something near the middle of the room would catch him, let him fly up to the ceiling. The jump had come with a twist and a flip, and once he was near the ceiling, he fired more shots at the door while bending his legs into the ceiling. He pushed off, turned and twisted more, fired more. He bounded around the room like a cartoon character.

Cayman was too astonished to do anything. Fortunately, Prime's situational awareness was correctly tuned, so he made a series of jumps that brought him closer to the hole, waving a gun at Cayman as he did so. Cayman understood. He followed Mallinalli out, and X-Prime was close behind him.

Cayman was too stunned, too dazed, and too hurt to say anything. The purpose of the room was more clear, and he dearly hoped that the anti-grav grenade they clearly were working here on had serious defects, as he had no desire to encounter such a device again.

X-Prime was too proud of himself to stay silent as they crawled forward.

"There was a time, like, two lifetimes ago, when I spent practically an entire summer at Trampoline World. Finally paid off."

Then he hummed happily to himself as they made their way out.



EXPANDED ARSENAL

TOOLS OF THE TRADE

POSTED BY: **HARD EXIT**

Hoi, chummers, time to get those credsticks ready! We've been pounding home the "right tool for the right job" mantra for ages now, but given the variety of jobs we take, it makes sense that we'd need to pick up a few extra tools. I've reached out to a few regulars for commentary on the latest rumors and innuendo in the shadows concerning the corps who make the guns we love (and hate) so much. I also added a substantial list of their offerings for comment and review. Remember, please refrain from commenting on the functionality of a gun if you don't have practical experience with it.

- *cough*Slamm-0!*cough*
- Cayman

I should note a few ... irregularities about how this file came to be. When I started putting out feelers, I got the responses you'd expect from people with ties to Ares, MCT, and all the big boys. OrkCEO summed up some of the more interesting things happening in the rarified world of arms manufacturing. DangerSensei and Clockwork came back with excellent work on a blast from the past: Narcoject. I've posted it in full below, but even if you aren't in the market for non-lethal options, take a look. I expect we'll be seeing more and more of Narcoject's latest line, which means we need to come up with countermeasures of our own. Then a few weeks ago, I got a message on my comm titled, "Re: Your Inquiry into Krime." I hadn't actually made any inquiry into Krime and deleted it, but a few days after that I received another message. "Krime: Expect Awesome!" And so it went. I finally opened one of the messages

up and lo and behold, there was a sneak peak of their spring catalog. I'm sure this is all some sort of weird viral marketing campaign, but the stuff is ... well, it's worth a look.

NON-LETHAL WEAPONRY? WHY BOTHER?

POSTED BY: **DANGERSENSEI**

In the wake of recent high-profile corpsec actions against Seattle's dispossessed ork population, manufacturers of non-lethal arms have jumped on the opportunity to sell the kind of stuff that the general population thinks might have saved the lives of Jimmy Ragnel, Carl "Bossman" Hicks, Reina San Thomas, Reverend Howler Chandra, and many others. The industry of non-lethal weapons is fairly new—less than one hundred years old, in fact—even while non-lethal weapons themselves have been around forever. Now, these non-lethal arms — with shiny new names like "compliance" and "pacification" devices — offer everything from bullets that don't penetrate to devices that slow bullets down. Neither of which is terribly helpful to your average shadowrunner. However, check this out: "When I surveyed the landscape of current ways to deter more violence, there simply wasn't anything that really could have made a real or useful difference in the tense situations like we've seen in Seattle recently." That quote comes from Narcoject CEO Christina Holloway, speaking at a gala event last week. She was sharing her experience in revitalizing Narcoject and likening it to what is happening in the Emerald City. "This is why we all work in this business," she continued. "To save more lives, bring more justice, and keep more peace." Whether she believes that or not—and I rather





think she doesn't—non-lethal weapons are all the rage again in the circles we frequent.

But what does that mean for you? Why use a weapon that will leave a witness alive when you could kill them just as easy? Why go out of your way not to kill, when there is so little reward for doing so? Well, aside from the chosen few of you who don't kill on principle (are there any of you on JackPoint?), there are some good reasons that you would want your targets on this side of the grave.

The first reason you might want to use non-lethal weaponry is that you aren't a soulless monster. Yet. Innocent people get in our way all the time, and I know more than a few people who take it really hard when a stray bullet finds a mark they hadn't intended. Non-lethal stuff mitigates a lot of that. So if you are in a crowded place and you have to fight, non-lethals are a good tool in your kit.

But lots of you are past that. You are soulless monsters. Well, for some of you like Sticks, non-lethal weapons mean not damaging the merchandise. And yes, I mean slaves. You get hired to track down a runaway or perform a hostile extraction, and you clearly don't want to kill the mark you've been sent to grab. So non-lethal works there, too.

- Sticks is still off-grid, right? The whole Ares thing?
- Balladeer
- Last I heard. And may I say, JackPoint has never smelled better.
- Red

But the reason we don't often think of is that sometimes the non-lethal option is just the best tool for the job. There are crowd-control situations, large-scale disruptions, efforts to cause riots, times to avoid damaging sensitive equipment, jobs where you don't want to start gang wars, taking hostages, and interrogations to think of. And of course, good PR. One good story of non-lethal heroism will go

a long way helping the ignorant masses forget the latest massacre. Most of which can be better done with non-lethals than with killing force.

- And for every super sweet story of police heroism, there is another story that goes like this: Cops get away with harassing innocents just because they didn't actually kill anyone. The entire crowd at the Fraggin' Unicorns concert last week in Atlanta was fired on with rubber bullets because some rich motherfragger complained the concert was too loud. Of course, no laws were broken by the crowd, but since no one died, the motivation for bringing the cops to justice was pretty low.
- Old Crow

Now, just because you have access to non-lethals, doesn't mean you are gonna use 'em when the time is right. Corpsec and hired security services, for their part, already have access to less-lethal tools—nightsticks, pepper spray, tasers—but you'll note the rare use of them. That's because it is in our nature to go with what we know when the heat is on. Most keepers of the peace don't value the lives of "the people" over their own, so they use what they practice with. So if you're gonna use non-lethals, make sure you know how, and put in some training.

- Ain't that the truth? Exactly how many trolls and orks have been killed because some crooked or incompetent KE bootlicker got anxious, or a Lone Star thug lost their cool and decided to punish a trog for lookin' at 'em funny? Non-lethal weaponry ain't always non-lethal.
- Bull
- This isn't going to make anyone's day, but remember when that sniper was caught on trid firing the rifle that killed Reverend Howler Chandra? Well, the autopsy said he was actually killed by prolonged exposure to a handheld taser. The Knight Errant sniper shot that we saw on the trid didn't actually kill him. It was the officer who was the first responder who finished the job.
- Borderline



- Are you fragging serious? Nobody bought that story about Howler posing a threat to anyone. He was holding a bullhorn, not a weapon. That was one of Knight Errant's largest PR blunders in the last decade. Why would they kill him after they realized he wasn't dead?
- Butch
- I hate to be the one bearing bad news, but KE knew the whole time that Howler just had a bullhorn. Unofficially, everyone on that response team knew he was there peacefully, and just as unofficially their unit marksman got a green-light—take the shot, period. The good reverend got zapped because he had a voice, not because they thought he had a gun. He wouldn't shut up about how orks and trolls get treated. And those tusky folks rolling into Puyallup? That's causing friction that only fat cats benefit from.
- Kincaid

A LOOK AT A NON-LETHAL WEAPONS COMPANY:

NARCOJECT'S TRIUMPHANT RETURN

POSTED BY: CLOCKWORK

So here's a fun story: I used to love Narcoject pistols. They were easy to get, hard to trace, and they made unsuspecting targets go goodnight without a fuss. Then, all of a sudden, they vanished. Blueberry Jam, my old arms dealer, said that the Narcoject-brand pistol was no longer available, and she started pushing the Parashield pistol on me instead. I never cared much for the Parashield pistol, although in truth, it was probably the better model. While the Narcoject name remained, attached to the type of drug you might use on your darts, the weaponry faded. It wasn't an easy transition—we get attached to our favorite models of firearms. Remember how hard it was to stop using your Ares Predator when the newer models came out? Well, surprise, surprise. No one was more giddy than me to find out Narcoject is back—with a vengeance, so to speak.

- Clockwork is giddy? *This* is what makes Clockwork happy? Narcoject and metahuman pain and misery. An interesting combo.
- Slamm-0!

Before going into Narcoject's new PR image, here's what happened to them. Narcoject has been around as a company for over forty years. They

started as Dorema Medical, a maker of anesthesia for surgeries, but when the U.S.A. went bust, so did the healthcare system that sustained them. Afterwards, Dorema struggled to stay solvent until they began marketing one of their products, a precursor of the drug we know today as Narcoject, direct to the public in the newer, more open world markets. As the drug took off in less-regulated markets, Dorema changed its name to Narcoject, reflecting its renewed focus. With a best-selling product and name recognition, their market share in various markets grew, and their medical supply sales grew as well as select corporations began to offer more healthcare options. It became clear, however, that most of Narcoject's sales were coming from weaponized applications. So they decided to double down.

The first Narcoject-brand dart gun appeared in 2045, becoming a somewhat modest seller. Of course, there were few alternatives on the shelves, so even with modest sales, it became a consistent stream of revenue in Narcoject's stable. By 2049, their now-famous formula was developed, and the Narcoject Pistol was a staple on the streets.

- It probably goes without saying in this crowd, but non-lethal doesn't always mean more humane. The Narcoject Pistol was the go-to tool for sexual predators in the '50s and '60s. In some places, it still is.
- Frosty

Things went well for Narcoject for about a decade. So well that the Ares Macrotechnology made a deal to license Narcoject pistols. As it turned out, the deal didn't make as much money as Ares hoped, and Ares declined to renew the contract after only a few years. That was what caused Narcoject to stumble. While Ares was licensing their product, Narcoject focused less on research, development, and hardware, and more on simple production of their trademark toxin. While they were doing so, however, a company called Parashield, a security subsidiary of Mitsuhamama, was breaking into the non-lethal market with their own dart gun, the aptly titled Parashield Dart Pistol. Since the Parashield pistol could be loaded with any toxin, Narcoject decided to phone it in and continue to only produce toxin rather than restart production of their classic pistols.

- I don't want to start a flame war, but I actually prefer the Parashield. The Narcoject wasn't nearly as flexible as a gun that could be filled with anything.
- 2XL





In 2073, Narcoject got a proverbial shot in the arm when new CEO Christina Holloway shook up its corporate culture. They continued to produce their toxin, naturally, but Holloway insisted that they could do so much more. The result was a halt to shareholder dividends and a diversion of marketing and customer service resources to research and development. Holloway was convinced that the market for non-lethals was only going to grow. And she was right. Their five-year turnaround has culminated in what we see today. A completely new non-lethals market, led by Narcoject's multiple product lines. And if sales are any indication, we'll be seeing a lot more from Narcoject. Holloway's gamble paid off, the dividends returned (bigger than ever), and shareholder faith in Holloway has given her carte blanche to continue carrying her vision forward.

- There's a lot of new money coming in from investors, and Holloway certainly seems like she has the Midas touch, but a few missteps here or there (and you can bet there are people willing to cause them), and it's back to square one.
- Mr. Bonds

Holloway, for her part, is a tremendous PR gift to Narcoject as well. She is leading a charge in trying to get law enforcement and military operators (along with school administrators) to switch their main weapons usage to non-lethals. The tide isn't quite high enough to get what she wants, but the steady stream of trideo showing law enforcement abuse has the public whipped up. So while Lone Star, Knight Errant, and their kin won't be taking it easy on us any time soon, they have all made symbolic gestures and purchased a



drek-ton of Narcoject product, just to say they are cuddlier and friendlier.

- No way a military outfit goes for that. We aren't out there playing tag.
- Picador

The bottom line is: I got my Narcoject brand-pistols back, and they work as good as ever. Once we get to the gear listings, we'll have a rundown of their new line.

STATE OF PLAY

POSTED BY: ORKCEO

We spend hours with our guns—cleaning, training, upgrading, and using them. If I'm carrying a particular rifle, it's not by chance or accident. I've done my due diligence, talked to people whose opinions I trust, and most importantly, tested the damn thing under the harshest conditions I can create. Replicate conditions, measure results, repeat. I can recognize quality craftsmanship and appreciate the dedication to craft that gunsmithing requires. But this sense of intimacy can also act as blinders. Whenever a commlink comes out in a new color and people queue up to buy it, we smirk. Yet here I am with my Ares Predator V, and ten millimeters is still ten millimeters. Because I can field strip my sidearm but not my commlink, I like to think that I'm immune to the corporate propaganda that accompanies them. But I'm not; none of us are.

Weapons are big business, both in and out of the shadows. If you're heading to Guangzhou, you'd best have a sense of who's been funneling shipments up from Macao so you can plan accordingly. (Probably Terracotta, BTW, since they're the biggest supplier in Asia.) What models are they currently field testing? Last year's model may have been wiz, but after one extraction too many from R&D, can the company keep things up? Something to think about during your next trip to Weapons World.

- Look, it's nice to think that we all buy from some sort of unlimited menu of firearms, but for a lot of folks you use a particular gun because it's the only damn gun you could get.
- Chainmaker
- Being professional requires a little effort. Sorry.
- Rigger X

- Remind me again: What's the difference is between selling out and buying in? Seems you've done both.
- Chainmaker
- All right, chummers, let's at least get to the file's halfway point before breaking down into squabbles and forcing me to suspend folks.
- Glitch

This is a brief look at the major (or at least most interesting) players in the market. There are dozens of corporations out there who manufacture some sort of weapon, and I'm not going to cover them all. Even if you don't carry, there's a good chance that one of these corps is going to hire you at some point, so this is good information to have.

ARES

I've read the same files that you have, and I'm just as nervous as you are. But honestly, I can't say I understand everything that's happening with Ares at the top well enough to add to what we know. I'm going to try to keep this narrow in focus. All that chaos has certainly changed how Ares does business, so let's start with that.

- The threads aren't disconnected; they weave a tapestry.
- Man-of-Many-Names

Where to begin? In the wake of the Excalibur fiasco, Ares dropped the ball on the public relations spin, and their market share took a hit. A lot of this is due to the internal turmoil we've been hearing about, the assault that looks like it's ripping the corporation apart from the inside. The Excalibur affair is best understood not as the cause as the current troubles, but a symptom of the deeper rot. The disease does not have to be fatal, though. Ares still sells a ton of firearms—if someone is shooting at you, there's a decent chance they're using an Ares weapon. They may still be the single biggest arms producer in the world, but it's the "may" that's been nagging at them. Ares had been the undisputed king of that particular mountain, and Damien Knight isn't the only one there with more than a fair share of pride.

- That's certainly not by accident. The corporate culture someplace as big as Ares is varied and complex, but there's no shortage of hard-charging, win-or-go-home alphas who aspire to be just like their CEO.
- Mr. Bonds



- I wonder why that approach hasn't caught on at SK.
- Winterhawk

We think of megacorps as giant, inert monoliths, but that's not true. You constantly look for opportunities to expand, improve, mitigate loss, and weaken your competition's hand. Ares Arms is certainly no exception. Unable to occupy its traditional position at the top, Ares has recently been flooding the market to no-frills, low-price-point firearms. The margin is lower on a per-item basis than it would be had Excalibur worked out, but—in theory—it allows Ares to expand market share, maintaining overall profitability.

- An aggressive play, but not a particularly creative one. It's no secret that Vogel is aligning himself with other divisions, while Ares Arms is firmly with Knight. This sort of move is something Knight could do in his sleep. Either it's not the endgame, or his hand is truly off the wheel.
- Sunshine

Of course, Ares isn't expanding into a vacuum. Cheap guns have always been around, and while the Ares name still has some of its luster, the people buying them need to be moved from their brand loyalty. Africa has long been Renraku's cash cow for arms sales, and Ares' recent moves there haven't gone unnoticed. So far it's mostly been less sexy stuff: hiring logistics people, expanding supply chains, locking down exclusive rights to transportation hubs, that sort of stuff. But a few Renraku-backed groups have suddenly found their opposition better armed (or at least more uniformly armed) and acting on significantly better intel.

- Ares is offering support services to sweeten the pot. Anyone can sell bare-bones rifles, but they don't often come with access to a satellite network.
- Am-mut

Ares is also busy buying up real estate in Atlanta as part of its courtship of the CAS. Or is that the other way around? This dealing gets so promiscuous, sometimes it's hard to tell. Either way, Ares has been pitching itself as a potential supplier for the CAS military, a position currently held by Aztechnology on the weapons side of things, with Saeder-Krupp providing vehicles. With things being as frosty as they are between the Azzies and the CAS, a change is bound to happen. No one wants to be the only one on the outs in this game

of musical chairs, and the shadows of Atlanta have gotten extremely hot as a result.

It's almost impossible to follow all the potential ripples should Ares land the CAS contract. I can't see UCAS keeping them on in this scenario, which opens that up for potential bidders. But who would step into the void? Horizon isn't a major player in the arms industry, and NeoNET certainly isn't in a position to be bidding on anything, which means we're looking at a corp from overseas, or a smaller (relatively speaking) corp like Colt getting the nod. That wouldn't be enough to bump Colt up the ladder, but it may be enough to shrink the UCAS market share of established manufacturers like Saeder-Krupp and Shiawase, who aren't going to go quietly into the night.

AZTECHNOLOGY

Surprised? Don't be, although real numbers are going to be impossible to find on this, I'd say there's a fifty-fifty chance that Aztechnology is the world's biggest weapon manufacturer today. When Aztechnology absorbed what was left of Esprit, they added established brands like Beretta and SEPER to their already-established Armentados Murreta line. A megacorp adding a top-ten armament company to its portfolio was enough to push Aztechnology's legitimate business to second or third behind Ares. Here's where quantifying things get tricky. That Ingram you got a great price on that fell apart in your hands when you tried to empty the entire clip? Probably an Azzie knock-off. Look, not every knock-off gun out there is circuitously produced by Aztechnology, and they produce some damn fine (and damn expensive) guns, but most counterfeit gun manufacturers don't have access to a megacorp's infrastructure and supply chain. Not every counterfeit in a market is from Aztechnology, but Aztechnology has a counterfeit in every market—no one else comes close to their reach. And Ares' recent move to sell low-cost firearms? The Azzies are more than ready to undercut them, sometimes competing against Ares with fake Ares products.

- If something seems too good to be true, it probably is. No one is going to sell you Predators at a loss to clear up inventory.
- Red Anya
- Beggars can't be choosers.
- Cayman



- One born every minute.
- Ecotope

On the other end of the spectrum, Aztechnology is finding a lot of interest for whatever its mil-spec subsidiary, Hawker-Siddley, is developing. It turns out killing a dragon is pretty good marketing for your weapons systems. Not everyone out there is looking to kill a dragon, obviously, but it's pretty clear that the Azzies are leagues ahead of other corps when it comes to manatech. (Exhibit A: Excalibur; Exhibit B: Sirurg.) Hawker-Siddley has pushed production of a number of products ahead of schedule and is looking to add manpower to meet demand, all of which adds a degree of vulnerability and instability. The audit has set off a series of small-scale (by megacorp standards) conflicts, especially between A-rated corps looking to hang on for dear life. Aztechnology is only too happy to spur on and supply these conflicts.

- Not just through selling Hawker-Siddley hardware. The Azzies are contracting security forces to single-A corps as well. In one instance, they managed to use shell companies to contract to both sides, setting up a "first and best offer" bidding war to determine the outcome of a battle. Not surprisingly, the losing side suddenly realized the folly of their position and surrendered without firing a shot.
- Hard Exit
- They would have sued for breach of contract had the winning side not absorbed them in a hostile takeover immediately afterwards.
- Kay St. Irregular

Aztlan is wrestling with its own problems, and if Aztechnology is pulling resources to meet market demand for its weapons and not using those resources to address the ongoing food shortage, I wouldn't be surprised to see some more daylight between the two entities. Now, I know that sounds like great news to some of you, but the idea of a destabilized Aztlan should scare the hell out of anyone interested in marginally stable geopolitics. It absolutely scares the hell out of Aztechnology, who would do just about anything to prevent it. On the one hand, Aztechnology finds itself in an enviable position in terms of brand and public perception. On the other hand, all of the obvious ways of capitalizing on this good fortune come with serious drawbacks.

MONOBE INTERNATIONAL

Look, I'm here to chat about corps that make guns and how it impacts the shadows. If you want to figure out what's interesting about Horizon's armament department, which I assume is housed in a janitorial closet, you're on your own. Monobe is the largest AA-rated corp in the JIS and is looking to move up in the world. It also has a fiefdom in Europe that produces some of the most popular guns in the world. So I'm going to talk about them.

- Well, actually, it's not a fiefdom. It's a semi-autonomous ...
- Fianchetto
- No one cares.
- OrkCEO

Monobe has long pursued an aggressive acquisitions strategy, turning one corp's trash into their own treasure. This approach has led to a diversified portfolio, including their own distribution network, meaning they can compete in just about any market in the world. When Esprit crumbled, most of it went to Aztechnology, but Monobe managed to snag the Walloon-based FN Herstal, makers of brands such as Browning. Before it became part of Monobe, FN Herstal was a massive corporation in its own right. Perhaps more significantly, after Walloon was absorbed into France, FN Herstal was also exempt from the Loureau Act.

- For those unfamiliar with French history, the Loureau Act was an attempt to rein in non-French extraterritorial corps, with the notable exception of Saeder-Krupp. The Corporate Court responded as you might expect, and extraterritoriality exists in France today, but there are a few strings attached. France isn't in a position to tug on those strings too hard, but it can certainly pit one corp against the other as part of the negotiating process.
- Kay St. Irregular

Exemption from the Loureau Act made FN Herstal all the more attractive to Monobe, and upon its acquisition, Monobe became the only non-European based corporation with unfettered access to French markets. And since Paris can't call all the shots for Walloon, Monobe has been able to dominate the region without significant interference from either governments or other corporations. Today, that means it's easy to sell



things in France, which is no small feat unto itself. Tomorrow, however, it means that Monobe might have a significant toehold in Europe situated in the middle of several major transportation routes. Under normal circumstances, Saeder-Krupp would almost certainly move in to prevent this, but it's painfully obvious that Lowfyr's been distracted with other things lately. How long that remains the case is an open question, so Monobe's window may be small.

- All the more reason to hire deniable assets today instead of tomorrow.
- Thorn

Even then, there's no guarantee of a response. With MCT's ascension to the top spot in the world, Saeder-Krupp may look to the Pacific Prosperity Group for allies, which would entail cutting a deal with Monobe.

- I doubt Lowfyr's looking for allies to reassert his dominance. And Monobe's position in the PPG is complicated—the PPG was originally created as a counter to the AAA Japancorps, but the axis of power has shifted considerably since then. If Monobe were to be told that the outcome of their audit hinged on them ditching the PPG and returning to the JIS fold, can anyone say with certainty they'd stay?
- Baka Dabora

RENRAKU

For years, Renraku has been content to maintain its middle-of-the-pack position when it comes to arms manufacturers. With brands like Izom and Ultimax, Renraku has enjoyed a fairly robust market presence in Africa and East Asia. More recently, Renraku seems to be making moves to expand its offerings in the markets it already dominates, perhaps with an eye toward expansion.

As I mentioned in the Ares section, Renraku has a pretty solid grip on arms sales in Africa, which serves as one of its main testing grounds for new weapons. For many years, these tests have largely been conducted against Evo-backed corporations working on energy exploration efforts, with an eye toward increasing their production costs. Of course, Renraku's public face in Africa remains one of altruism and ever-expanding infrastructure development, while the instability in the region is ascribed to "warlords" and "guerillas."

- Renraku's investment in Africa has been substantial. If you happen to notice that your people are dying from getting shot with Izom weapons, you think twice before asking too many questions if your region's data and knowledge infrastructure is entirely owned and operated by Renraku.
- Traveler Jones
- From a certain viewpoint, the balancing act Renraku pulls off in Africa is remarkable. It's unstable enough that there's constant demand for arms and material support, but it's stable enough that people are willing to attend the virtual universities Renraku offers.
- Mr. Bonds
- While most corps fall over themselves to exploit Africa's natural resources, Renraku is exploiting Africa's most powerful resource: its people. The free university classes are just a way of identifying recruits. After the brain drain is complete, they sell guns to the unlucky folks left behind.
- Plan 9

The recent uptick in anti-corporate sentiment in Africa poses less of a threat to Renraku than other corporations, who are generally interested in controlling resource-rich territory. It's a risky game—if another corp manages to dominate a region, Renraku won't see any of its contracts get renewed.

Renraku is also in the process of developing a number of non-lethal weapons for a contract with the Neo-Tokyo PD. If this contract is a success, it could create an entirely new market for Renraku, one based on application, not geography.

- As much as I hate the touchy-feely approach to security, there is a demand for it in the public sector, and while a number of megacorps have a few offerings of the non-lethal variety, none really have an entire integrated line of products. This could be a way for Renraku to penetrate the North American and European markets without violating existing non-compete clauses for standard ordnance.
- Rigger X

NT-PD has deployed a few prototypes already and there is a great deal of demand from other corps to get their hands on whatever is next in the pipeline. From ammunition that disables a car's power source to quick-hardening foam, there are some pretty crazy reports coming out of Neo-Tokyo. I'm quite certain that Renaku isn't guarding those development centers with non-lethal weapons.



- A few enterprising runners planted some false rumors about tech being developed in moderately secure locales. Wait for the rumors to get back to a fixer, break in, and then hand over whatever low-value paydata they find there.
- Baka Dabora
- That seems really ill-advised.
- DangerSensei
- It is. The last fixer they set up put out a contract on them. Can't outrun the street.
- Baka Dabora

WINTER WEAPONS SYSTEMS

Desperate times call for desperate measures. Winter has always been small for a AA-corporation, which is exactly what you don't want to be in the midst of the Corporate Court audit. I figure Winter is a prime target to get gobbled up by a more active AA and should be doing what it can to make its balance sheet as attractive as possible, but what do I know?

- Seriously?
- Slamm-0!

Winter has been competing against NYPD, Inc. and Ares in Manhattan for some time now. With the rumors of Ares looking for greener pastures outside the UCAS running rampant, Winter is making some quiet inquiries into expanding its presence in Manhattan. It can't take on Ares directly, but it can certainly discredit whatever competitors it would face if Ares left a vacuum. Winter has very discreetly been hiring runners to hit NYPD, Inc.-contracted areas of Manhattan. These are high risk jobs, but the pay is exceptional.

- Taking on NYPD, Inc. on its home turf is suicide.
- Black Knight
- You need to be more imaginative. Winter isn't hiring people to launch frontal assaults; they're hiring people to drive up the costs of operation and to dig up embarrassing intel. A friend of mine is operating a series of long cons against them now. She's always looking for talent—if you want in, let me know.
- Mika

- I suppose a willingness to get shot at for a low-five-figure payday is a talent all its own.
- 2XL

Instead of trimming costs in HR, or some other time-tested means of reducing overhead, Winter has severely overextended itself, borrowing money from a variety of sources. Interestingly, this money is going to R&D, which is not a division known for its quick profitability.

- Either they have something really big that's very close to completion or they're throwing darts.
- Cosmo

Winter's production portfolio is all over the place, including everything from drones to flash paks to lasers. It's also known for installing top-notch physical security systems. Even though it actively patrols a tiny sliver of Manhattan, it's responsible for most of the scanners and drones that make your stays there so eventful. So what their latest project looks like is anyone's guess, but many Winter execs have been shuttling back and forth between Manhattan and Miami lately.

BLADES

KRIME BILL

With the Stun Lance paving the way, Old Man Krime decided to look into other ancient weapons and hokey military concepts, and he found out about pikemen. After a trip to the hardware store for more ideas, he presented a design that he drew up at the bar on a cocktail napkin. This may seem rather haphazard, but that's how the Krime Cannon came to be, and look at how well that sells! This collapsible-bill polearm combines a telescoping staff with a brush-axe that has been all-around sharpened, allowing it to be used as a limb-clearing axe while in its short form, and a limb-removing polearm in its extended form. Krime only encourages the removal of tree limbs with this tool; all combat uses of this tool are done only by expressly ignoring the instruction manual and safety manual, which are currently out-of-print but I'm sure will be available again soon. Usage of this tool to arm an army and lay waste to your enemies is encouraged.



KRIME

Corporate Slogan: “KRIME!!!!!!”

Corporate Status: Unrated, Private Corporation

Headquarters: Gasteiz, Euskal Herria

Offices: Constantinople, Turkey (Import, Advertising, and Sales), Winnipeg, UCAS (Advertising, R&D, Testing, and Manufacturing), Las Vegas, PCC (Import, Advertising, Sales, and Parts/Ammunition Manufacturing)

Subsidiaries: Gutierrez Mundo Mecánico, Racing Bison Precision Auto Parts, Bright Futures Strip Club

President/CEO: Martin Gris

Spokesman: O.M. (“Old Man”) Krime (fictitious)

Shareholders: Undisclosed

Krime’s creation is a matter of being in the right place and the right time, with the right connections and the right amount of liquid capital. Martin Gris had just won an undisclosed lottery and returned home to “connect with his roots and childhood friends” as the major developments in nano manufacturing in the early 2070s hit its major strides in revolutionizing the precision and small-batch parts manufacturing field. Seeing his hometown filled with unemployed people, Mr. Gris purchased a great deal of the now-obsolete machine tools from Ares Africa at scrap prices, and had them shipped to Gasteiz despite a notorious lack of freight moving ability in the region at the time. Putting off questions that it was done by loyal nationalists that brought the cargo in, Mr. Gris founded Krime on the premise of using metahuman-only labor as much as possible without sacrificing reliability. After some minor false starts and wasted materials, for training according to the company, Krime released its first commercial success, the Krime Cannon.

Since then, Krime has released a diverse series of weaponry to the general population while acquiring a series of non-traditional military contracts given their staunch non-conformist stance. Mr. Gris, an engineering and gunsmith hobbyist, has personally overseen a number of designs himself, though he recently relented on the sighting in weaponry to drone-control for quality and speed. Otherwise he uses metahuman labor in all other aspects of manufacturing. Krime also has expanded into various machine parts manufacturing after the nano-manufacturing mechanisms started to malfunction worldwide. This generated a stable source of revenue for the corporation, allowing it to further experiment and develop their weapons.

Recently, some connections and partnerships for Krime have

come to light—they are working with the Russian military as part of the AK-97 Modernization Project, partnering with Evo on the Krime Wing, and they have a new connection to Radio Shack for electronic portions of their manufacturing. These joint operations, and the profit likely to result, point to future growth for the corporation.

- No mention at all about how Krime started by selling knock-off Ares weapons into the Middle East via Turkey because they had all the tools and dyes to make them with? That’s how Krime started getting their employees some experience.
- Snopes
- Of course they didn’t mention it. Krime has wonderful records proving that all their “ruined” prototypes and early production lines were recycled in accordance to UN standards. Nothing to see here, move along, move along.
- Plan 10
- Even that, and the huge swell of parts productions for various companies trying to get back into traditional manufacturing techniques after their nanofaxes started dissolving on them, doesn’t explain how Krime has had this huge upswing in products. I’m looking into it.
- Sunshine
- “Won an undisclosed lottery” sounds to me like some runner team was able to survive “The Job.” You know the one, that job we all hope to nail in order to retire and do what we love. Own a bar, be a fixer, whatever. Something that doesn’t risk your hoop for others who pay peanuts any longer. We already ID’d a “missing” production of a lot of knife steel from S-K that has been connected to Krime. Wouldn’t put it past them to pay peanuts to get other materials for manufacturing on the cheap.
- Bull
- I just hate the commercials and attempting to show how they’re “edgy” and “renegade” by bragging about being bad asses and having horrible habits.
- Sunshine
- They’re not bragging, that is how the offices are. At least, when I visited. Kat decided she wanted to invest, and, well, it took some convincing to let us buy in. Not so bad ass, however.
- Kane



KRIME BILL (BLADES)					
ACC	REACH	DAM	AP	AVAIL	COST
5	1/3*	(STR+3)P	-2	12R	1,500¥

* This weapon's Reach is 1 while collapsed, and 3 when extended. Krime Bill has a Concealability modifier of +4 when collapsed and cannot be concealed when extended, due to physics. Krime Bill takes one simple action to extend.

- I saw some Society for Creative Anachronisms-types trying to raid a gated community after somehow disabling the turrets on the wall. They got three ladders full of angry trolls on it before the air drones showed up. They got pretty far, actually, as archers took out the air drones, but they got a firm reminder that mass rushes don't exactly work in a world with fully-automatic weapons. I would've stayed to watch more, but I had a delivery to make.
- RRW
- Well, if you can train gangers to fight in a mass against opponents that don't have copious amounts of automatic weapons, or even ammo ...
- Borderline
- Train gangers, riiiiiiiiight, pull the other one.
- Clockwork

KRIME REAVER

After much research and development with some of the finest mercenaries in the world, Krime has finally revolutionized the classic entrenching tool. It's larger, heavier, more effective than a shovel, as well as working as a prybar, pick, hatchet, hammer, and saw. In addition, it can be used in three different combat roles: axe, armor-piercing pick, or club thanks to Krime's patented Krime Knob.

Note: The Reaver is only available in troll sizes.

KRIME REAVER AXE (BLADES)					
ACC	REACH	DAM	AP	AVAIL	COST
4	1	(STR+3)P	-1	—	300¥

KRIME REAVER PICK (BLADES)					
ACC	REACH	DAM	AP	AVAIL	COST
4	1	(STR+1)P	-4	—	—

KRIME REAVER KNOB (CLUBS)					
ACC	REACH	DAM	AP	AVAIL	COST
4	1	(STR+3)P	—	—	—

- I can't imagine using one of these solo, but the trolls in my unit swear by them. Our quartermasters can't get enough of them.
- Picador
- That's partly because Krime stuff is prone to breaking, and they need to buy replacements.
- Thorn

KRIME SHIV

A while back, some crazy old trog walked into the offices of Krime and started ranting and raving on just about everything, especially about how useless the sizes of most multitools are, with their fiddly little blades and all that. It took a while for Old Man Krime to empty his bottle of synth-scotch so that he could shatter it and scare the guy off, but it did get Krime engineers thinking. Maybe captain crazypants had a point. So they worked on that very problem, and this is their response—the Shiv Multitool Machete. Holding a variety of useful tools in the handle, especially a steel toothpick, the blade of the machete is also made from some of the finest Krupp steel. Krime hosts monthly contests for users to post the most imaginative uses of the tool, and those videos are not safe for family viewing.



KRIME SHIV (BLADES)					
ACC	REACH	DAM	AP	AVAIL	COST
5	1	(STR+2)P	-2	6R	550¥

Note: The multitool is the equivalent of a poorly supplied, ill-labeled Hardware Kit. Any rolls suffer from a -2 dice pool penalty and glitches automatically become critical glitches.



- Krime apparently has some wonderfully exact receipts showing that they paid in full for that steel. Pity the steel mill that supposedly sold the allotment doesn't have any evidence that they ever made it in the first place, just a hole where it should have been making that amount of steel.
- Plan 9
- Um, yeah, about that. Technically, you're bragging at this point.
- Plan 10
- Oh, this isn't going to be confusing or a problem at all. Nope nope nope.
- Snopes

MACUAHUITL

A traditional Aztec weapon, the macuahuitl is a meter-long wooden sword embedded with razor-sharp obsidian blades. Occasionally used by ceremonial guard, authentic macuahuitls are most often carried by the wealthy and status-conscious in Aztlan. While it looks odd to the modern eye, causing many opponents to underestimate it, a macuahuitl is capable of decapitating a horse with a single blow. Cheaper densiplast knock-offs have begun to appear on the streets as well, replacing obsidian blades with low-quality steel.

TRADITIONAL MACUAHUITL (BLADES)

ACC	REACH	DAM	AP	AVAIL	COST
6	1	(STR+3)P	-2	7R	3,000¥

Note: If an attack with this weapon hits but fails to damage its target after the standard Body + Armor roll, there is a fifty percent chance that one of the obsidian blades will break off, reducing the Damage Value by one.

MODERN MACUAHUITL (BLADES)

ACC	REACH	DAM	AP	AVAIL	COST
4	1	(STR+2)P	-1	5R	200¥

- I saw a few Leopard Guards using these down in Columbia. They made a show of punishing some punk they found carrying one of the imitations.
- Hard Exit
- That probably had more to do with making a show of force than it did something to do with protecting traditions.
- OrkCEO
- The difference was lost on the punk.
- Hard Exit

- As with any expensive, rare commodity, there's an entire subculture of collectors for these. It has its own vernacular, pecking order, and value system. More than a few Aztechnology higher-ups are avid collectors.
- Fianchetto

NODACHI

Nodachi are massive, two-handed swords, often reaching lengths of nearly two meters. Originally designed as an anti-cavalry weapon, nodachi are popular weapons in the shadows among both the highly trained and the overly enthusiastic.

NODACHI (BLADES)

ACC	REACH	DAM	AP	AVAIL	COST
5	2	(STR+5)P	-5	12R	2,500¥

Note: If the wielder's Strength is under 4 or if they have fewer than 4 ranks in Blades, attacks made with this weapon suffer a -2 dice pool penalty.

- There is nothing subtle about these. While a samurai's daisho has symbolic meaning, the nodachi is a weapon of war and viewed as such. Carrying one in certain places is—at best—considered a grave breach of etiquette, and at worst seen as a declaration of war.
- Kia
- To the untrained eye, a nodachi looks like a giant katana. So-called samurai who carry a katana to lend themselves an air of authenticity fall in love with these as soon as they see one. Then they get them stuck in a wall.
- Mihoshi Oni
- If fighting people with meter-long razorblades has gotten dull, you'll be happy to learn that Yakashima has been outfitting some of its people with these. Double the blade for double the fun.
- Mika
- That's not how that works.
- Ma'fan

CLUBS

FLUID-MOTION MACE

A large, somewhat unwieldy two-handed weapon, the fluid-motion mace contains a hollow reservoir filled with a liquid (commonly mercury), creating additional momentum upon impact. Originally conceived as a weapon for a *Neil the Ork Barbarian* spinoff show, the spectacular potential of the mace



made it a popular pick for various underground combat leagues. Characters with a Strength of less than 5 suffer a cumulative -1 dice pool penalty to attack rolls for each attack after the first. This penalty can be reset to zero if the character spends a Standard Action doing something other than using the mace.

FLUID-MOTION MACE (CLUBS)					
ACC	REACH	DAM	AP	AVAIL	COST
4	1	(STR+4)P	—	9	1,500¥
Note: A character can spin this weapon to increase its momentum. Treat this as the Take Aim action (p. 166, SR5).					

- Matt Wrath has seen this in the pits. Matt Wrath knows a man who uses this as a finishing weapon. Matt Wrath hasn't eaten grapes since.
- Matt Wrath
- I'm just impressed you had enough nuyen to be eating grapes in the first place.
- Thorn
- These come in all sorts of packages: maces, hammers, giant baseball bats, you name it. A go-gang down in Renton has taken to using them as drive-by weapons.
- Red
- Did no one else notice the mention of mercury? Carrying around a container of mercury and then bashing people over the head with said container is crazy. Caveat emptor.
- Butch

GUNSTOCK WAR CLUB

A valuable tool for Native Americans, this weapon has become an important part of the Okichitaw martial combat style. Its name is a clear descriptor—it's a war club that is shaped like a gunstock, though there's plenty of debate about which design came first. With a sharp point often set at the crook, this club delivers a lot of impact at the point of contact, and in the right hands it can puncture through a fair amount of protection.

GUNSTOCK WAR CLUB					
ACC	REACH	DAM	AP	AVAIL	COST
5	1	(STR+3)P	-1	10	200¥

GUNSTOCK WAR CLUB (AS THROWING WEAPON)					
ACC	REACH	DAM	AP	AVAIL	COST
Physical	—	(STR+2)P	-1	—	—

Note: Using a gunstock war club as a throwing weapon requires the Exotic Ranged Weapon skill.

- You don't really see how dangerous these are until you see one in the hands of a skilled Okichitaw practitioner. There is a lot of spinning and motion so that when the club finally hits, it drives in deep, usually at a vulnerable spot. Practitioners usually have a knife in their off hand, the better to hurt you with if you get too caught up watching the club.
- Mika
- They can also be pretty concealable. Make it so the spike is removable, bury that deep in some piece of luggage, and this will get past a lot of inattentive security.
- Cayman

NUNCHAKU

Thought to have its origin as an Okinawan farming tool, the nunchaku is comprised of two short sticks made of wood, metal, or plastic, fastened together by a short length of chain or rope. When properly used, nunchaku can deliver a flurry of blows from a variety of angles. Nunchaku can also be used to choke opponents.

NUNCHAKU (CLUBS)					
ACC	REACH	DAM	AP	AVAIL	COST
5	1	(STR+2)P	—	6R	75¥
Note: If this weapon is used to choke someone, use the standard Garrote rules (p. 20, <i>Run & Gun</i>). The wielder may substitute his Clubs skill in place of Exotic Weapon (Garrote) with a -2 dice pool penalty.					

- Few things are more fun than watching people use these for the first time.
- /dev/grrl
- These are remarkably simple to smuggle into places. It's easy to find models that won't show up on a MAD scanner and all you need is a tube to conceal it. Furniture legs, loaves of bread, you name it.
- 2XL
- Loaves of bread?
- Slamm-0!
- Don't laugh. I worked a prison break in Indonesia based on that idea. If you're nice, I'll show you the video feed of the ensuing riot.
- 2XL
- I'm in.
- Slamm-0!



TONFA

Now popular with security forces throughout the world, the tonfa's roots go back to traditional Okinawan martial arts. A fifty-centimeter shaft with a perpendicular handle that allows it to be held parallel to the forearm, the tonfa is an excellent defensive weapon. Often used in pairs, tonfa can strike from a variety of angles and distances, making them exceptionally versatile.

TONFA (CLUBS)					
ACC	REACH	DAM	AP	AVAIL	COST
4	1	(STR+3)P	—	4	75¥

Note: For each tonfa wielded, the user gains a +1 dice pool bonus to defensive tests while using the Parry and Riposte Interrupt Actions.

- Security goons get handed these but are rarely trained in their proper use. They'll just club you over the head, which I guess is effective in its own way, but doesn't require any Tai Sabaki.
- Mihoshi Oni
- That a new liquor?
- Cayman
- It's an idea that encompasses body position. Creating paths of ingress into your opponent's guard without relying on brute force, that sort of stuff. Tonfa are best as counterattacking weapons—if you're out of position when you get attacked, you're going to be out of position for your response.
- Mihoshi Oni
- That's nice and all, but I have a simple solution: Carry a shotgun.
- Kane

OTHER MELEE WEAPONS

KRIME GLOVES

The only thing harder than finding a set of knucklebuster or stun gloves in a decent size is figuring out which would be better to wear that day. Krime designers were looking at exactly that problem and thought, "Bah! We'll make gloves that have both!" And so they did. Incorporating recycled densiplast along with their "skullwhomper" stun-palm pad and some serious street style, these are



gloves to be worn with pride! When the punks step up acting like hardhoops, you can knock them down even harder. They also come with a Stormcuff battery system, allowing a user to swap out the battery like a clip in a gun, for those extra-long riots.

KRIME GLOVES: KNUCKS (UNARMED)					
ACC	REACH	DAM	AP	AVAIL	COST
Physical Limit	—	(STR)P	—	8R	600¥

KRIME GLOVES: STUN PAD (UNARMED)					
ACC	REACH	DAM	AP	AVAIL	COST
Physical Limit	—	8S(e)	-5	—	—

- Most decent hardliner gloves look just like gloves—a little heavy for normal gloves, but they blend in fairly well. These? They look like weapons just on their own without the chrome studs added onto the knuckles and the studded wristband. Unlike a lot of stuff out of Krime, however, they are available in sizes other than "engine block."
- Zhaganaash
- While they are available in other sizes, most importantly they are available in size XL-Troll, which isn't true of so many other clothing options. The stun palm of the glove is also non-slick, which makes these useful driving gloves for someone my size, too. And, after you snap the chrome studs off, um, well, yeah, they still look like combat gloves.
- 2XL



- The battery replacement also means that they don't need to be thrown out after a year as the batteries lose their ability to hold a charge, unlike other (eventually disposable) stun gloves on the market. Krime also only builds the gloves and densiplast knuckles, while the electrical work is farmed out all around Euskal Herria whose quality ranges from "well, that's Krime for you" all the way to "wow, they almost put effort into this!"
- Clockwork

KRIME STUN LANCE

When Krime was approached by the newly reformed Winged Hussars, asking that they provide proper lances to ride into battle with, their crew of negotiators, after many rounds of vodka and a very long history lesson on who the Hussars are, finally asked, "For what, on horseback?" "No," the response came. "Combat motorcycles." Well, the agreement was signed right fragging then and there because that kind of stuff is right up Krime's alley. The Krime Lance is the result, after many hours of research, development, and working with a variety of Polish and Serbian experts in the combat biker and urban brawl fields. This three-meter-long stun baton allows a charge that will leave any rioter jerking in the streets. Available in a variety of colors and with heraldic additions. Ballistic streamers extra.

Note: The Krime Stun Lance comes in troll sizes only; see **Using Unadapted Gear** (p. 420, SR5).



KRIME STUN LANCE (EXOTIC MELEE WEAPON)					
ACC	REACH	DAM	AP	AVAIL	COST
4	2	10S(e)	-5	9R	900¥

- Stun batons are just the right length, weight, and balance to be easy to use. These, not so much. On the other hand, facing a bunch of people on motorcycle-back doing an old-skool calvary charge would put the fear of Ghost into anyone!
- DangerSensei

- It took all of fifteen seconds for go-gangers to find these and rediscover jousting. Most "heraldic" additions are just gang signs. Although, if you think of older armies as the original street gangs, that makes sense. On the other hand, my boyfriend wants one for when he's riding slitch on my Triumph and thinks the purple streamers he wants with it are pretty, yet manly powerful.
- RRW

PROJECTILE WEAPONS

KRIME TROLLBOW

On a trip to England to try to set up a trade deal, a Krime sales team got to watch an archery competition, largely because the beer was on special. They came back with lots of notes and one of the archers, who was enticed with the promise of even more beer and bows. They promptly insisted that the company start making composite bows. There were questions about the company making such an "elfy" weapon, but after watching an arrow go through a radiator, the doubters immediately changed their tune, only demanding that engineers add blades onto the form so that it could have some proper "troll horns." Krime believes they have perfected the modern archery weapon for the Sixth World: the Trollbow! Accept no substitutes, troll not included!

KRIME TROLLBOW (BLADES)					
ACC	REACH	DAM	AP	AVAIL	COST
3	1	(STR + 1)P	-1	(Rating)R	Rating X 150¥

KRIME TROLLBOW (BOWS)					
ACC	REACH	DAM	AP	AVAIL	COST
4	(Rating + 2)P	-(Rating / 4)	—	—	—

Note: This weapon is only available at Ratings between 6 and 12 and requires a Strength equal to its Rating to use properly.

- You occasionally get archers in the shadows here and there, and they fall into two categories: Really, really good, or really, really idiotic. Krime's heavily chromed and bladed bow is just going to bring out more of the second type.
- Bull
- The draw weight on these things limit them to beefy orks, trolls, or otherwise augmented metahumans. And you'll



need both arms augmented to use one. Just saw a kid with a cyberlimb think he could do everything with it who came up short when the rest of his body failed him.

- Zhaganaash

WINCHESTER AIRBOW

The Winchester Airbow uses compressed air to fire specially constructed, arrow-length bolts at speeds of almost one hundred forty meters per second. Largely marketed toward hunters, the Airbow has found niche use in the shadows as an “urban hunting” weapon that can skirt various restrictions on firearms. The Airbow uses Medium Crossbow ranges and is fired with the Archery skill. It can fire five shots before the air tank needs to be refilled. Refilling requires 3 Combat Turns using an automatic pump (included with the purchase) or three minutes if pumped by hand.



WINCHESTER AIRBOW (BOW)

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5	10P	-2	SS	—	1(ml)	10R	800¥

Note: This weapon has top, under, side, internal, and stock modification slots. It may be fired substituting the Longarms skill with a -3 dice pool penalty. The Airbow can only fire arrows of Rating 6 or higher.

- Word to the wise: Don't confuse using air with being silent. It doesn't sound like a gunshot, but this still makes a noticeable sound when fired.
- Fianchetto
- True, but most people have an instinctive reaction to hearing a gunshot. Very few have the same reaction to a loud hiss, especially on a noisy street. That window may be all the difference you need.
- Thorn
- So ... it's a speargun?
- Netcat
- Not exactly. This doesn't play well with water, but it can be modded like a normal rifle for the most part. It's also

slightly smaller, roughly the size of a bullpup rifle, which makes it easier to smuggle into places than a crossbow.

- Sounder
- It can't be hacked and doesn't set off common forms of detection spells like guns or ammunition. On the other hand, it's a pain to reload and doesn't have nearly the range of most rifles.
- Balladeer

TASERS

KRIME TINGLER

The story they tell about this one at Krime HQ goes like this: The head of HR was shot with a taser by a blue crew the other day for driving her new BMW (“Is this your car, ma'am?” *ZAP*), and it barely fazed her. The taser, that is—she was raging mad about being pulled over for driving while tusked. When her coworkers learned about what happened, they pondered how the HR chief is small for a troll, and they decided to up their taser game a bit. They took their shotgun-shell stun dart, which was in full production, and they figured it could shoot out of a taser just as easily. A bit more development, and the Krime Tingler was introduced—and the HR exec is hoping to never be on the wrong end of one.



KRIME TINGLER (TASERS)

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
3	10S(e)	-5	SS	—	2 (m)	6	240¥

* This weapon has a Concealability Modifier of 0

- Most tasers straddle the line between holdout and light pistols, but this model is right up there with heavy pistols in size, and it only holds two shots. However, those darts are out and obvious, which makes it far more intimidating than you'd expect.
- /dev/grrl



- Same range as other tasers, however, but compressed air quiet. That's not entirely silent, mind you, but much quieter than a pistol shot. Shotgun stick-and-shock rounds will get you more range, but will wake the neighbors for sure. Right tool for the right job.
- Zhaganaash
- After doing a bit of undercover work for a corp, I have just the HR slitch to shoot with this thing. Hard part will be not reloading and doing it again.
- Netcat
- Reload and shoot them again for me, please.
- Sunshine

HOLD-OUT PISTOLS

NARCOJECT ONE

The Narcoject-brand dart pistol has gone through a thorough redesign since its heyday in the 2050s. Its smaller, sleeker features belie the research and craftsmanship that make this newer model so special. The main difference between Narcoject's pistol and that of their competitor, Parashield, is that Narcoject has purposely designed their gun to have the look and feel of a light pistol, rather than the clunky dart guns of the past, which required special training to use. Most dart weapons can use other toxins, but the Narcoject One only uses Narcoject's patented darts, and therefore cannot employ any other toxins.



NARCOJECT ONE (LIGHT PISTOL)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5	as Narcoject	—	SA	—	6(c)	6R	1,200¥
Note: This weapon uses Hold-out Pistol ranges.							

- I knew a runner who used these exclusively. And not for hostage taking or trafficking. He just didn't want to

damage his soul by killing everybody who got in his way. A minority opinion in the shadows, for sure, but it didn't stop him from being successful. Everything has a price.

- Bull
- Past tense? Sounds like he ran up against someone who didn't share his humanitarian convictions.
- Butch
- True. Oddly enough, he was using these for exactly that circumstance.
- Bull

RAECOR STING

With its now-classic "lemon-squeezer" design, the Sting is a sleek, unobtrusive hold-out pistol that's surprisingly effective against lightly armored targets. Designed so the barrel protrudes between the user's middle and index fingers, the Sting is fired by simply tightening one's grip. Constructed entirely with non-metallic materials, the Sting is completely invisible to MAD scanners. This pistol can only fire flechette ammunition.

Standard Accessories: Ceramic Components (Rating 6)



RAECOR STING (HOLD-OUT PISTOL)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4	8P(f)	+5	SS	—	4(m)	6R	350¥
Note: This weapon has a concealability modifier of 2							

- It's worth reminding folks that while the gun might not show up on a MAD scanner, the bullets most certainly will.
- Bull
- Yeah, but it's a lot easier to fit four bullets in a gimmicked stylus than it is a pistol.
- Mika



- You see these all the time in the trids being used as an assassin's weapon. Jacket folded over your arm, Sting tucked in your palm. They never see it coming.
- Kay St. Irregular
- It's never quite that simple, of course. Still, the classics are classics for a reason.
- Fianchetto

TERRACOTTA ARMS PUP

With different models marketed to both the civilian and government sectors, the Pup offers options that other hold-outs simply cannot, with an integrated smartlink system and the ability to use a custom-designed silencer.

Standard Accessories: Silencer (optional), Smartlink System (internal)

TERRACOTTA ARMS PUP (HOLD-OUT PISTOL)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4(6)	6P	—	SA	—	5(c)	4R/6F	500¥/900¥

Note: The higher availability/price reflects the purchase with the silencer included.

- Is it possible to just get the civilian version and tack on an after-market silencer?
- /dev/grrl
- No, the barrel thread for the government model is a non-standard size, so you can't just stop by your local gun shop and pick one up. You might be able to get a custom job, but Renraku has been pretty aggressive pursuing counterfeits, so you'll need to make it worth the gunsmith's time. Not only that, but if you have the government model, the silencer that it comes with won't work on your other guns.
- Thorn
- Forcing you to buy a whole new set of Renraku-exclusive accessories. Nice.
- Haze
- How'd they fit a smartlink in there?
- Marcos
- That's an excellent question that a lot of corps are willing to pay good money to figure out.
- Baka Dabora
- Can't they just reverse engineer one they buy off the shelf?
- Marcos

- That won't answer the real question. Making something small isn't all that hard given enough time and resources. Making it small while also being cost-effective is the hard part. Corps aren't interested in miniaturized smartgun systems—they're interested in the production process.
- Baka Dabora
- And you're nuts if you think Renraku is only using that tech to make light pistols. The Pup is mass marketed, but it's only produced in a few, heavily secured facilities. Contact me off list if you're interested in a few addresses.
- Icarus

LIGHT PISTOLS

BROWNING GHOST

Like it's not even there! The Ghost is a joint venture between Browning and Victorinox, resulting in one of the fastest-selling and most comfortable concealed-carry pistols on the market today. Constructed using a polymer based on Victorinox's SmartSteel, the Ghost can be placed in a flexible state when not in use, allowing it to mold its shape to unobtrusively conform to the body of its owner. Just under two centimeters wide, the Ghost's profile isn't just the most flexible on the market, it's also one of the thinnest. The Ghost cannot fire in its flexible state. Changing states requires a Complex Action.

Standard Accessories: Electronic Firing, Personalized Grip, Smartgun System.



BROWNING GHOST (LIGHT PISTOL)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5(7)	6P	—	SA	1	10(c)	10R	1,250¥

Wireless Bonus: Changing states is a Simple Action.
 Note: The Ghost cannot accept any further modifications. In its flexible state, the Ghost has a Concealability Modifier of -3.



- A gun that goes from hard to soft? The metaphors practically write themselves.
- Kat o' NineTales
- It looks like I might be getting Clockwork a Christmas gift this year after all.
- Netcat
- Not all the parts are flexible, so don't expect to fold this in half. The barrel is still rigid, but the rest of it feels a bit like dense foam.
- Hard Exit

COLT CORAL SNAKE

One of the best-selling home defense weapons over the last few years, the Coral Snake offers exceptional range when compared to other side-arms in its class. Designed with point shooting in mind, the Coral Snake has been licensed to be the gun of choice for self defense courses run under the Lone Star brand. Participants are eligible for a discount upon completion of the course.

Standard Accessories: Laser Sight (top)



COLT CORAL SNAKE (LIGHT PISTOL)

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5(6)	7P	-1	SS	—	5(cy)	3R	320¥

Note: This weapon uses Heavy Pistol ranges and ammunition.

- You know why everyone recommends you drive around in an Americar because they're so innocuous no one will remember it? Same deal here. Everyone from housewives to wannabe gangers use these.
- 2XL
- Before you ask, it's not cheaper to take the course and earn the discount. Hell, if you can make it through two weeks of remedial training without shooting someone or something, that should be reward enough.
- Black Knight

- These pop up in Lone Star's advertising as well. A good-looking human woman clutching a pistol as a large, shadowy figure approaches. That sort of thing.
- Dr. Spin
- Forget sex, fear and guilt are much better drivers when it comes to selling stuff. You're a bad parent if you don't buy your kid food grown using water from a certified-organic aquifer. Those unlike yourself are a threat to you and people you love.
- Cosmo
- In a world with people like us, wanting to defend you and yours makes a certain amount of sense, omae.
- Sounder

HEAVY PISTOLS

ARES STRIKER

One of the most rugged and certainly the heaviest (in terms of weight) pistols on the market, the Striker is simplicity personified. Designed for ease of use, the Striker lacks any of the electronics that modern pistols employ, making it immune to hacking and malware. With its striker fire design and backstrap safety, there are no external hammers or levers, making for a sleek design that won't snag on your clothes when it's needed. The comparatively low cost of the Striker makes it an ideal choice for people who aren't yet ready to make the financial commitment that higher-end models require—it was this year's most popular quinceañera gift in its category.

Standard Accessories: Red Dot Sight (top)



ARES STRIKER (HEAVY PISTOL)

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5	8P	-1	SA	—	12(c)	4R	400¥

Note: Throwback.



- For legal purposes, Ares includes a RFID chip with this gun so you can display its presence on the Matrix. Getting caught with the gun but without the chip is considered a breach of contract (the horror!) and is illegal in most jurisdictions.
- Pistons
- The only thing new about these is the marketing gimmick. Ares is just dumping old, rebranded product on the market. Hell, even the name sounds like it took twenty seconds to come up with.
- Plan 9
- If the Excalibur's rep was that it had one too many microchips, the Striker has one too few. Given Ares' position, that's probably a selling point in the short term, but a potential liability in the long run.
- Balladeer
- If it's old inventory, I don't think Ares is thinking long term right now. I'm not convinced they're thinking long term right now in any respect.
- Kay St. Irregular
- I carried one of these as my backup gun. Don't need to worry about it getting glitchy in a static zone or it getting bricked by a punk with a deck.
- Black Knight
- The Predator still sells, and its brand hasn't lost all of its luster. The Striker attracts people who can't afford a Predator and its accessories but still want some of that Ares cachet.
- Sounder

BARRENS SPECIAL

Not a specific gun, the term "barrens special" simply refers to some sort of heavy pistol that's been cobbled together by someone equal parts resourceful and desperate. Commonly made with a knife welded onto the barrel as a jury-rigged bayonet, a barrens special can look intimidating, especially to someone unaccustomed with firearms. Barrens specials commonly serve as a form of barter currency—a gun valuable enough that there's demand but not so valuable that it can't be parted with.

Standard Accessories: Bayonet



BARRENS SPECIAL (HEAVY PISTOL)

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4	8P	-1	SS	—	5(cy)	2F	150¥

BAYONET

ACC	DAM	AP	REACH
4	(STR+1)P	-1	—

Note: The gamemaster should feel free to change various aspects of this weapon—accessories, reloading method, and so forth—as they see fit. Due to its shoddy construction, this weapon treats glitches as critical glitches.

- Possessing a firearm is perfectly fine. Possessing a firearm when the proceeds of its sale don't trickle back to the corp who made it? Now *that's* illegal. These are common as dirt, as are the nominal bribes Lone Star collects when you get popped carrying one.
- Cosmo
- Not a first choice, but if you need a disposable gun whose ballistics can't be traced, you could do a lot worse. If you get stuck someplace feral, these might be the only thing you can get your hands on through the black market.
- Cayman
- You find these things with the weirdest crap attached to them. The last one I picked up had a cropped barrel shroud because ... well, I never figured that out.
- Borderline
- If you need an oasis in the desert, I've heard from a few teams that have gone through Boston that there's a guy named Solomon selling these out of Mission Hill.
- Hard Exit
- Hell, he's not going to last long if this is the level of firepower he's got.
- Clockwork
- Solomon sells goods. Dragonslayer defends him and helps him fight the good fight. He's got plenty of firepower.
- Old Crow

BROWNING PHANTOM

Made from the same proprietary polymer as the Ghost, the Phantom is the perfect sidearm for security personnel who need to maintain a low profile but don't want a Predator digging into their hips all day. The electronic firing and smartlink-enabled systems reduce the number of moving parts down to practically zero, reducing recoil, sound signature, and making the smart



materials more effective than they would be in a traditionally manufactured sidearm. The Phantom cannot fire in its flexible state. Changing states requires a Complex Action.

Standard Accessories: Electronic Firing, Personalized Grip, Smartgun System

BROWNING PHANTOM (HEAVY PISTOL)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4(6)	8P	-1	SA	1	12(c)	12R	1,500¥

Wireless Bonus: Changing states is a Simple Action.
 Note: This weapon cannot accept any further modifications. In its flexible state, the Phantom has a Concealability Modifier of -2.

- Their advertisements also make not-so-subtle allusions to needing a heavier (yet comfortable!) personal defense weapon to take on "larger, more aggressive" opponents.
- Dr. Spin
- Of course they do.
- Mihoshi Oni
- The flexible parts return to their original form 99.98 percent of the time. Of course, that 0.02 percent means that these guns aren't quite as reliable at the range as their standard counterparts. The casual shooter probably won't notice the difference, but the variable performance can be frustrating for a professional.
- Red Anya

CAVALIER CHAMPION

Don't just contend—win with the Champion. The Cavalier Champion is not designed or marketed as a self-defense weapon but rather as a hunting pistol. A large, single-shot, break-action pistol designed to shoot rifle rounds, the Champion has attracted a following both with those who can live the one shot/one kill mantra and those who think they can. Capable of taking down an elk at one hundred meters, the Champion delivers one of the most devastating payloads in its class. With its unmistakable blued receiver, the Champion is guaranteed to get you attention at the range.

Standard Accessories: Longbarrel (barrel)



CAVALIER CHAMPION (HEAVY PISTOL)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
6	10P	-2	SS	—	1(b)	8R	650¥

Note: This weapon uses the SMG range table and fires Sporting Rifle ammunition. Reloading a single round in a break action requires a Simple Action.

- Attention at the range for both its looks and its sound—this is a freakishly loud pistol. Dampers are pretty much required if you're using one of these.
- Hard Exit
- In addition to hunters, this is a popular pick for with AR silhouette shooters. In terms of doing work, it's hard to get around its capacity.
- Cayman
- Sometimes all you need is a single bullet.
- Thorn

CAVALIER THUNDERSTRUCK

A worthy successor to the venerable Ruger Thunderbolt, the Thunderstruck is the latest product to come out of Lone Star's Technical Research Department. The result of countless hours of data collection from Lone Star officers and equipment, the Thunderstruck is designed to handle the very worst of what the streets can throw against the Star. Production of the Thunderstruck is licensed to Cavalier, who can only sell a fraction of their production to non-Lone Star security forces. Possession of a Cavalier Thunderstruck while not a legitimate member of an authorized security force is a crime in most jurisdictions.

Standard Accessories: Gas Vent (Rating 2, barrel), Smartgun System (internal)



CAVALIER THUNDERSTRUCK (HEAVY PISTOL)

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5(7)	8P	-1	BF	3	12(c)	12F	1,150¥

Note: This weapon suffers double modifiers for uncompensated recoil. The Thunderstruck can accept two side-slot accessories and/or modifications.

- I haven't had the chance to fire one of these, but I've seen what they can do. The rate of fire is so high that the bullets leave the barrel before muzzle rise can throw off your shot. That doesn't make it any less painful for your hands, though.
- Black Knight
- These are still a long way from being standard issue. If you find yourself going up against cops using these, you've found yourself an elite squad. *Mazel tov.*
- Zhaganaash
- I'm a little surprised that Cavalier agreed to the licensing deal. Limiting your pool of potential buyers seems like bad business.
- Beaker
- The gun was the price of entry. I hear Cavalier is getting access to Lone Star's ballistic data over the course of the contract.
- Cosmo

HAMMERLI GEMINI

A longtime passion project of a Wilson Gunsmithing, LLC, a boutique gunsmith familiar to aficionados and runners in the Pennsylvania area, the Gemini was recently licensed to Hammerli for production and distribution. With its unique parallel barrel and double clip design, the Gemini looks, feels, and fires like no other gun on the market today. After generating considerable buzz at gun shows and through an aggressive marketing campaign, the Gemini has quickly become one of the most well-known and easily recognized guns out there.

Standard Accessories: Custom Look



HAMMERLI GEMINI (HEAVY PISTOL)

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5	7P	-3	*	—	8x2(c)	10R	700¥

* This weapon fires a Double Tap (+1 DV, 2 rounds, no defensive penalty) as a Simple Action and a Brain Blaster (+2 DV, 6 rounds, no defensive penalty) as a Complex Action; these are the only firing actions that can be used.

Note: Double the cost of barrel modifications and clips. This weapon has a Concealability Modifier of +1.

- Aside from that outrageous rate of fire number you get to put in the brochure, what's the point?
- Turbo Bunny
- From a sales standpoint, that counts for something. But beyond that, the ability to put two bullets on the same spot is one of the best ways to defeat modern body armors. To this end, many rifles are designed to get two rounds out of the barrel before the recoil from the first is felt. Running two barrels side-by-side helps overcome some of the inherent limitations of pistol-caliber rounds, which tend to flatten when they go up against security-grade armors. That's my pitch, at least.
- Red Anya
- At the range, my shots are always on a diagonal, which tells me it's not very steady in my hands. I'd rather get one bullet exactly where I want than two sort of close.
- Hard Exit
- You know what they say about girls with big hands ...
- Black Knight
- That they leave bigger bruises.
- Hard Exit
- There's a lot of hype around these, and everyone knows what they look like simply because they look different than anything else out there, but sales haven't kept pace. It's big, awkward to hold, and locking the slide can be like tearing open a can with your bare hands.
- Thorn
- Get bigger hands.
- 2XL

HK URBAN FIGHTER

The companion sidearm to the Urban Combat, the HK Urban Fighter lives up to its nickname of "The Invisible Gun." Constructed entirely from ceramic and plastic components, the Urban Fighter is impossible to detect with conventional MAD scanners. Its specially designed clips form a her-



metic seal when inserted, masking the ammunition from chemsniffers. Additionally, the Urban Fighter boasts a specially designed silencer, making sure that not only won't they see it coming, they also won't hear it being used. Finally, the Urban Fighter uses a smaller version of the same hydraulic recoil compensation found in the Urban Combat.

Standard Accessories: Ceramic Components (Rating 6), Silencer (barrel)



HK URBAN FIGHTER (HEAVY PISTOL)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5	8P	-1	SA	1	10(c)	15F	1,950¥

Note: The only modification this weapon can accept is a Personalized Grip. Spare clips for this weapon cost 100¥, have an Availability of 10F, and are only available in the standard size. Clips inserted into this weapon are considered hermetically sealed and contained in plastic for the purposes of chemical detection (p. 361, SR5).

- Getting caught with one of these is pretty much a guaranteed trip to some type of prison. Even though it's not truly undetectable in all instances, the PR surrounding the nickname has led to enough public concern that law enforcement makes a show of putting away unauthorized users.
- Dr. Spin
- Guaranteed? You just haven't found the right incentives.
- Haze
- Lone Star may like appearing on the trid for getting these "off the streets," but the truth is there aren't that many on the streets in the first place. These things are hard to find and cost much more than most people are willing to spend on a sidearm.
- Red Anya
- Of course, there are those of us who don't consider trifling things like budgets when it comes to guns.
- Kane

MORRISSEY ALTA

Seamlessly integrating form and function, the Alta remains Morrissey's standard-bearer in the pistol marketplace. The Alta's fame largely stems from Morrissey's endless pursuit of up-and-coming celebrities for endorsement deals and its prominence in the limited-run trade calendar Morrissey produces. Despite all the buzz, the Alta consistently produces results at the range and in the field. Nearly twenty years of production stands as testament to Morrissey's devotion to quality and consistency.

Standard Accessories: Laser Sight (top)

MORRISSEY ALTA (HEAVY PISTOL)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5(6)	8P	-1	SA	—	12(c)	7F	800¥

Note: Carrying this weapon does not incur a "wrong attire" penalty to Etiquette tests (p. 140, SR5) in settings that privilege taste and refinement. A ban on weapons is still a ban, so don't push your luck, chummer.

- Or a testament to their marketing department.
- Dr. Spin
- I'm sure we've all seen images from them, but they actually produce a small number of physical calendars that get distributed to VIPs and celebs. Getting on the list, or at least getting your hands on a calendar, is a high priority for people who orbit the GrandTour.
- Slamm-0!
- I've never heard of this before. What images?
- Netcat
- Oh.
- Netcat
- Research!
- Slamm-0!
- Short supply and high demand? Sounds like a job opportunity.
- Kat o' NineTales

MORRISSEY ELITE

A smaller, more niche pistol than the Alta, the Morrissey Elite is designed for the professional who is equally worried about stopping power and maintaining the lines on his suit. While its compact design sacrifices ammunition capacity and barrel length, the Elite remains popular amongst



those who don't require dozens of bullets to make their point and those who simply cannot bring themselves to carry lighter pistols.

Standard Accessories: Laser Sight (top)

MORRISSEY ELITE (HEAVY PISTOL)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4(5)	8P	-1	SA	—	5(c)	6R	500¥

Note: This weapon uses Light Pistol ranges and has a Concealability Modifier of -1.

- For jobs where blending in is paramount, this is a nice choice, especially if you're splitting your team between high-profile and low-profile details. A few people carrying SMGs will draw all the attention while you work the crowd packing one of these.
- Mihoshi Oni
- Stopping power is the ability to reliably group your shots at the brainstem.
- Cayman
- If I'm firing a gun, I'm going to need a lot more than five bullets.
- Kane
- Is that a sign that you need to spend some more time practicing?
- Netcat
- Naw, it's a sign that I need to cut down on using bullets as punctuation marks when I speak.
- Kane
- True story.
- /dev/grrl

NEMESIS ARMS PRAETORIAN

Originally used as a ceremonial showpiece, the Praetorian has gone from oddity to workhorse. Its reinforced frame not only makes it an excellent choice for close-quarters combat, it also helps reduce barrel rise, making it easier to empty the clip in an orderly fashion. Customers can submit their own artwork to be used as custom etchings upon order or pick from a library of stock designs.

Standard Accessories: Bayonet (barrel), Melee Hardening, Smartgun System (internal)



NEMESIS ARMS PRAETORIAN (HEAVY PISTOL)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4(6)	8P	-1	SA	1	12(c)	7R	750¥

Note: This weapon cannot accept barrel accessories or modifications since the bayonet is permanently affixed.

NEMESIS ARMS PRAETORIAN BAYONET (BLADES)			
ACC	DAM	AP	REACH
5	(STR+1)P	-1	—

- Remember that troll from Dallas? Well, he's still around and kicking, although he's moved on to Chicago and gotten himself enough 'ware to use two of these things at the same time. Still impressive, although now it's a wave of lead followed by a blender.
- Sunshine
- I'd hate to be the security guard who closes distance as soon as they hear him drop a clip.
- Black Knight
- These make pretty good trade bait with gangers. High-end guns require a level of maintenance that most gangs simply can't afford, but these are rugged enough to withstand the inevitable mistreatment a gang will inflict on them.
- Stone
- The streets aren't dumb; they just value efficiency. Carrying one of these tells people that you're prepared to empty your clip and keep fighting. That fights with you are tests of will and endurance. That's a strong message.
- Chainmaker

ONOTARI ARMS VAGABOND

The Vagabond's distinctive brushed stainless-steel frame offers a more modern take on the revolver than some of the other models on the market today. Its smooth double action makes getting off accurate shots in rapid succession a snap. Firing from the bottom of the cylinder instead of the



top, the Vagabond has a more stable platform with less recoil than the competition. The Vagabond's chamber design offers one point of recoil compensation.



ONOTARI ARMS VAGABOND (HEAVY PISTOL)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5	8P	-2	SA	1	6(cy)	6R	375¥

- This seems a little off brand for Onotari, no?
- /dev/grrl
- It is, but trid shows about the old American west penetrate the European marketplace more easily than manufactures like Colt do. There's demand and a lack of brand recognition from the established players.
- OrkCEO
- My Colt's roots go back to 1873. I'll take over two hundred years of R&D, thanks.
- Zhaganaash

WW INFILTRATOR

The Weapons World Infiltrator is a heavy pistol that can be broken down into several pieces that resemble various common toiletry and luggage items, including a hermetically sealed shaving foam canister with a false bottom that can hold fifteen rounds of Heavy Pistol ammunition. Recognizing the true purpose of the components of an Infiltrator requires either an Armorer + Logic [Mental] (3) or Perception + Intuition [Mental] (4) Test. Assembling or disassembling the Infiltrator requires an Armorer + Logic [Mental] (6, 1 minute) Extended Test. A glitch requires the user to start the entire process over, while a critical glitch indicates that a piece has been broken, and the weapon cannot be used until it's repaired.

WW INFILTRATOR (HEAVY PISTOL)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5	7P	-1	SA	—	15(c)	14R	1200¥

Note: This weapon cannot accept accessories or modifications.

- The shaving canister actually dispenses real foam. Decent quality, too.
- Lyran
- As you might imagine, top-level security forces are trained to look for the Infiltrator's component parts. Typically this training is predicated on identifying patterns—when you see this toothbrush with this shaving brush, it's a red flag. Splitting the pieces amongst various people can help foil that training as can doing some cosmetic alterations of your own.
- Fianchetto
- The gun you end up with is the ugliest thing you've ever seen, and it falls apart if you breathe too hard on it, but it does its job well enough.
- Hard Exit
- What's especially interesting is that each item is its own Matrix device, but the gun they form doesn't have a distinct icon, making it difficult to recognize as a threat, let alone brick.
- Respec
- I'm sold.
- Clockwork

MACHINE PISTOLS

CAVALIER FLASH

The Flash uses a design similar to the PPSK-4 Collapsible Machine Pistol, with the ability to fold down so as to fit in a standard hidden arm slide (p. 432, SR5). Unlike the PPSK-4, the Flash is obviously a weapon even in its collapsed state and does not require its clip to be removed. The Flash cannot accept any additional modifications or accessories. Collapsing the Flash requires two Complex Actions. Unfolding the Flash without the use of a hidden arm slide is a Standard Action and does not count as a Ready Weapon action (meaning the unfolded Flash is not yet ready to fire at that point).

Standard Accessories: Smartgun system (internal)



CAVALIER FLASH (MACHINE PISTOL)

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4(6)	7P	—	SA/BF	—	24(c)	8R	1,850¥

Wireless Bonus: This weapon unfolds as part of the action used to draw it from the hidden arm slide.

Note: When collapsed and in its hidden arm slide, this weapon has a Concealability Modifier of -2.

- This is more than a little similar to the PPSK. Cavalier managed to acquire the talents of some of the same design team, including a relative of Kemenov.
- Fianchetto
- For those who don't know, Kemenov was the original maker of these back in the late '50s. He's spent that last few decades working for a variety of clients who need innocuous weapons, including the Red Vory. The extraction of his relative (niece, by the way) led him to make an offer to the Vory to get her back.
- Red Anya
- They take him up on it?
- Bull
- I don't know. Running straight up against a corp isn't really their style, but Kemenov is an exceptionally talented man, so I'm certain they're looking at it closely.
- Red Anya
- Why not just hire runners himself?
- 2XL
- Because runners won't think twice about screwing over some geriatric Russian. If the job has the backing of a tsar? That's a different story.
- Red Anya



ESPRIT TSUNAMI (SUBMACHINE GUN)

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4(6)	7P	—	BF/FA	—	40(c)	8R	750¥

Wireless Bonus: Tsunamis slaved to the same PAN share safe-target-system profiles amongst them. This weapon's safe target system can also be inverted, so it will authorize firing only at shared profiles.

- As you might expect, Tsunami, Inc. (the security firm) is none too happy about another security firm using their name to produce a weapon outside of the JIS. Aztechnology is responding with their typically casual approach to trademark law. Suits and countersuits are flying back and forth in the courts, and the bullets are flying back and forth in the shadows.
- Kay St. Irregular
- This is the kind of gun you get when you decide that training people for trigger discipline is too time consuming. In that sense, it's the perfect gun for Wolverine. If you thought they were trigger happy before ...
- Picador
- Most operators think of fields of fire as triangles, while riggers think of them as cones. Coming in from multiple vectors is a lot easier with Tsunamis.
- Rigger X
- Since when have you been overly concerned with friendly fire?
- Stone
- My concern is abiding by the strictures of my contract to ensure prompt payment. Reducing civilian casualties are one clause, reducing excess property damage another. Each carries a separate surcharge.
- Rigger X

SUBMACHINE GUNS

ESPRIT TSUNAMI

After a number of botched hostage rescue attempts, Wolverine Security teamed with Esprit to develop the Tsunami to reduce friendly-fire casualties. Using a cutting-edge friend-or-foe identification system, the Tsunami promises ninety-seven percent target acquisition accuracy (restrictions apply). While it's still early, Esprit has hopes that the Tsunami will become for non-Japanacorps what the SCK Model 100 is for Renraku.

Standard Accessories: Safe target system (top), smartgun system (internal)

ONOTARI ARMS S-3K

The S-3K is a submachine gun that can fold in half, greatly reducing its profile. Ideal for situations where space is at a premium, the S-3K is a popular choice for everyone from backpackers to bodyguards. Far faster to go from the bag to firing



than a traditional takedown rifle, the S-3K occupies an important niche, offering both discretion and functionality to the discerning buyer.

Standard Accessories: Folding stock (stock), smartgun system (internal)

ONOTARI ARMS S-3K (SUBMACHINE GUN)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4(6)	7P	—	BF/FA	(1)	30(c)	8R	725¥

Note: When folded, this weapon has a Concealability Modifier of +0. Folding or unfolding is a Standard Action. This does not count as a Ready Weapon action.

- It takes too long to bring to bear for bodyguards. I can tell you from experience that it's popular with assassins.
- Mihoshi Oni
- This is also pretty popular as a self-defense weapon. Most situations don't involve sudden, random violence but rather an escalation of threat, giving the user time to prep the weapon.
- Black Knight
- I'm not sure I entirely buy that. A machine pistol could serve the same purpose in a self-defense scenario. The added range of this is better used to initiate offense, not as a defensive tactic.
- Thorn
- As my Uncle Al used to say, "The best defense is a good offense!"
- Kane
- As anyone who has gone on a recon patrol will tell you, how you pack your ruck matters a lot. Weight distribution is a lot easier to manage with one of these. Assuming that doesn't apply to many of you, this is a lot easier to transport without drawing extra attention to yourself than a standard submachine gun or carbine. Even if you're carrying it around legally, why advertise the fact?
- Picador

CARBINES

ARES STALWART

In the wake of its recent troubles, Ares has quietly been introducing some back-to-basics models at

very competitive prices. The Stalwart is as basic as it gets for a carbine, which makes it a popular choice for both people of limited means and folks who can't get enough of after-market modifications. Even without any modifications, the Stalwart is capable of grouping shots at distance using just the fixed front sights.

Standard Accessories: Folding stock

ARES STALWART (CARBINE)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5	9P	-2	SA/BF/FA	(1)	36(c)	6R	750¥

- This could be called the Ares Market Share. They skipped on lining the barrel to keep the price low— ensuring sales of replacements down the road—to glut the market with as many of these things as possible.
- Dr. Spin
- Ares is also selling these in bulk to various merc units. If you find yourself in an urban theater, there's a good chance that you're going to be going up against people using these.
- Picador
- You can also get deals on delivery costs by signing exclusive contracts with Ares and keeping their products in stock. Smart business: If one of your branches is withering, plant new seeds.
- Red Anya
- We'll see. If Ares is busying itself with large contracts, it won't have much incentive to actually invest in improving its offerings to low-volume buyers.
- Balladeer
- So business as usual?
- Beaker

COLT M23A2

An outgrowth of the M23, the M23A2 has its roots in the unconventional warfare community. Colt quickly realized it was more profitable to sell to people who fantasized about being in that community than it was to sell to that community alone, and they standardized a package "with our most popular options, selected by operators who know" to sell to the general public. Its distinctive profile has been used in countless advertisements and trideo games, making it one of the most recognizable guns in the world. The

CARBINES

Carbines are fired using the Automatics skill. They use SMG ranges and have a Concealability Modifier of +4.

M23A2's chamber design provides one point of recoil compensation.

Standard Accessories: Improved rangefinder (top), low-light flashlight (side), slide mount (under), smartgun system (internal)



COLT M23A2 (CARBINE)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5(7)	9P	-2	SA//BF/ FA	1	40(c)	10R	3,150¥

- This is a really fun gun to shoot. The trigger group takes a little getting used to, but it shouldn't hold anyone back who's put in the work. I split time equally between a foregrip and a grenade launcher for the underbarrel accessory.
- Zhaganaash
- This is a solid rifle, but it's a little overwrought with all the bells and whistles. The word "tactical" appears a few dozen times in the manual. Playing the percentages, if you see someone with one, he's probably a wannabe.
- Hard Exit
- Of course, if you end up on the other side of those percentages, you could be in for a world of hurt.
- Picador
- The price on this is pretty absurd, but that's largely the point. Colt offers the M23 at the low end of the market and the A2 caters to the folks with more money than sense (or access to serious operational funding). It's an exclusive club and the unmistakable look of the A2 lets everyone know you're in it.
- OrkCEO
- The Miracle Shooter version of this is slightly disappointing. I guess Ares couldn't get the rights.
- Slamm-0!

IZOM ARTEMIS

After receiving feedback on their Aphrodite model, Renraku released a carbine version, designed to overcome the prevalence of body armor in today's urban environments. The Artemis'

smaller frame and shorter barrel make it easier to maneuver in tight quarters than an assault rifle while only sacrificing a small portion of its stopping power. The underbarrel grenade launcher has proven to be extremely popular with customers, opening up a variety of tactical and strategic solutions that would otherwise be unavailable to them. The grenade launcher also uses a shorter barrel, making it slightly less accurate than its full-sized counterparts. In a shift from the Aphrodite's modular approach, the Artemis is designed to be used out of the box with a minimum of training.

Standard Accessories: Laser sight, underbarrel grenade launcher



IZOM ARTEMIS (CARBINE)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5(6)	9P	-2	BF/FA	—	30(c)	8F	1,800¥

GRENADE LAUNCHER							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
3(4)	*	*	SS	—	1(m)	—	—
*As grenade							

- Still very much a weapon for short distances. Since this often translates to enclosed spaces, it should go without saying that users need to be aware of potential overpressure created from the grenade launcher.
- Marcos
- It should, but man, it does *not* go without saying. Not even a little.
- Riot
- Minimum of training indeed. Overeager shadowrunners and overeager security guards with these things are sights to behold.
- Thorn



ASSAULT RIFLES

CAVALIER FRONTIER

Another example of Cavalier putting function over form, the Frontier is a response to the collapse of nanofabricated firearms. Rugged, dependable, and without frills, the Frontier is becoming increasingly popular with various mercenary and militia groups for its go anywhere, do anything capabilities. Made from corrosion-resistant materials and designed to take (and inflict) a beating, Cavalier is aggressively pursuing Desert War endorsements to showcase their latest workhorse. The popularity of the Frontier marks Cavalier's best effort at expanding outside the North American market in recent memory.

Standard Accessories: Extreme environment adaptation (level 1), melee hardening

CAVALIER FRONTIER (ASSAULT RIFLE)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5	10P	-2	SA/BF/FA	—	30(c)	6R	1,750¥

- It's pricier than the trusty AK-98, so I don't see lots of people outfitting entire companies with this rifle, but damn do I love this gun. I've seen one get run over by a jeep and go right back into service. Slap on a few slide mounts and you'll almost forget the only thing it came with was iron sights.
- Picador
- Its cost is slightly offset by the low rate of repair and replacement as well as the fact that you simply need fewer types of guns in your armory.
- OrkCEO
- If you're going to be firing from range while on a budget, go with a M23. If it's a close-quarters kind of day, I can think of a dozen things I'd rather hit someone with before I picked my gun.
- Zhaganaash

KRIME HAPPINESS

The dreaded click of the firing pin on an empty chamber—everyone knows how that feels. Hopefully, you only experience it at the range when you have to stop to reload, but it is a horrific thing to hear in our dangerous world when you're trying to keep the opposition from doing you in. That miserable circumstance happens far, far less

frequently with the Happiness, a belt-fed weapon in whatever target-rich environment you find yourself in. Packed into an assault-rifle size and weight, the sound of the click will happen far, far less to you than your enemies.



KRIME HAPPINESS (ASSAULT RIFLE)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
3	9P	-2	FA	—	100 (belt)	6F	500¥

Note: This weapon will have a runaway firing situation occur on a glitch, continually firing until the ammunition runs out or the weapon is otherwise disabled. A critical glitch should be similar, but worse.

- Okay, so an LMG and an assault rifle got nasty and had a baby. A really badly designed baby. Poor accuracy, belt feed strong enough to pull from the right or left depending on how you have it set up, and the barrel overheats cherry red before you're halfway through a belt if you don't pause between bursts, and no easy change barrel when that happens. Seriously, there are recordings of people cooking synthmeats on them. Hell, I'd freely admit that Slamm-0! and Netcat did a better job in the baby department!
- Clockwork
- Omae, you, um, do remember that I'm an admin with powers that I can abuse when I feel like it, right?
- Slamm-0!
- Happiness is a warm gun. With synthbacon.
- Cayman

ONOTARI HL-13

The Onotari "Heavy/Light-13" is Saeder-Kupp's entry into the modular weapon market, capable of a variety of configurations designed for encounters at different ranges. Largely made from lightweight composites, the HL-13 is designed to be a portable, adaptable weapon system that



requires less training time to master than its competitors. The HL-13 has proven itself to be a popular choice among military units on long deployments in regions with a variety of terrains. Barrel modifications must be purchased separately for each configuration. Changing configurations requires a Firearms + Logic [Mental] (5, 1 minute) Extended Test.

Standard Accessories: Slide mount (under), smartgun system (internal)

ONOTARI HL-13 (ASSAULT RIFLE)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5(7)	10P	-2	SA/BF/FA	—	30(c)	15F	3,500¥

PERSONAL DEFENSE WEAPON (SMG)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4(6)	7P	—	SA/BF/FA	—	30(c)	—	—

Note: Cannot utilize the under-barrel slide mount.

URBAN ASSAULT (CARBINE)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
3(5)	9P	-2	SA/BF/FA	—	30(c)	—	—

- While a single gun is pretty lightweight, but lugging around all the *verdammt* parts? That's a pain.
- Zhaganaash
- If you're in-country for a few weeks, this is a decent option. Set up a FOB and pick the best option for whatever it is you're shooting at that day.
- Cayman
- You don't see a ton of these on the streets. Carrying one is a sign of some mix of resources and professionalism. That's got both an upside and a downside.
- Rainbow
- Installing one of these in a drone is a real pain. The swapping pieces on and off the receiver that all the configurations share is pretty much impossible without taking everything apart and putting it all back together again. Possible, yes, but not efficient.
- Rigger X

SNIPER RIFLES

PSG ENFORCER

Heckler & Koch's premiere sniper rifle, the Enforcer remains the most widely used weapon of its class among law-enforcement agencies world-

wide. With its semi-automatic action and dual clip, the Enforcer can quickly answer multiple threats with varying levels of force. The Enforcer also comes with a detachable imaging scope for long-range engagements.

Standard Accessories: Additional Clip (side), Imaging Scope (top)



PSG ENFORCER (SNIPER RIFLE)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
6	12P	-4	SA	—	2x12(c)	12F	11,000¥

- With a smartlink, this rifle can reliably achieve a sub 0.3 MOA for me.
- Balladeer
- Those birds ravaging ANZAC?
- Chainmaker
- Without getting too technical, it means it can group bullets in a circle under two centimeters in diameter at two hundred meters.
- Balladeer
- Showoff. And good luck shooting from a rest while on the job.
- Thorn
- It's important to note that this is a counter-terrorism (i.e., shadowrunner) rifle, not a true sniper rifle. It sends spent brass flying eight or more meters from your position, can be a pain to clean, and is fairly heavy to carry in the field. But if you're not too worried about giving away your position and can find some use for all those rounds, more power to you.
- DangerSensei
- Too much ammo is a self-correcting problem.
- Kane

SHOTGUNS

BERETTA NORTHSTAR

With its innovative dual-magazine design, the Northstar is quickly becoming the bullpup shot-



gun of choice for urban scenarios. Able to toggle between two different types of ammunition, the Northstar doubles the user's tactical choices as well as his ammunition capacity. Just sixty-six centimeters long, the Northstar is ideally suited to navigate the type of restricted terrain today's professional finds in the modern sprawl.

Standard Accessories: Additional magazine (side), smartgun system (internal)



BERRETTA NORTHSTAR (SHOTGUN)

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4(6)	11P	-1	SA	—	6(m)x2	12R	2,000¥

- Shotguns generally don't have the range to make it worth mounting one on a drone, but being able to toggle between ammo types is phenomenal. Tack on an extra 250 nuyen to whatever bin you're using, and you can split its capacity between the two feeds. Win-win. Well, except for your target.
- Rigger X
- I'd still prefer a few belts of APDS. Switching ammo is for the uncertain.
- Kane
- A few smaller security firms are looking into purchasing these. Having a backup plan if your opposition turns out to be well armored without unnecessarily burning through expensive ammunition against the rabble helps control costs.
- Hard Exit
- Another reason to make them think you're rabble.
- Mika

KRIME BOOM

So, Old Man Krime was playing around in his workshop one day when he figured out how to make a Remington Roomsweeper fire on full-auto, and thought, "Damn nice, but it needs more rounds!" Actually, his first thought was making sure Claire, who worked on the other side of the wall was okay, and her troll tough hide had in-

deed stopped the buckshot. *Then* he figured that it needed more rounds. After obtaining a license from Remington, Krime introduced the Krime Broom, a troll-sized longarm that holds an amazing twenty shotgun shells in its integrated magazine and fires with full-auto fury. Most other automatics will suppress a room—the Krime Broom suppresses the whole fragging house.

Note: The Boom is only available in troll sizes.

KRIME BOOM (SHOTGUN)

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4	10P	-1	FA	—	20 (m)	15F	750¥

- There is a belt-fed model being developed as well, although it'll be marketed toward full-on vehicle mounts rather than personal use or drone mounts. A tank's coaxial mount firing armor-piercing buckshot would suppress quite a bit of the metahuman and paracritter world.
- Clockwork
- I use mine for hunting. Not so good, however, as it ruins too much meat, and I end up having to make venison jerky chunks out of what I can peel off the trees.
- Kane
- And no one is surprised in the least. Well, except for that poor deer.
- Netcat

KRIME WHAMMY

With the Krime Chatter under his belt and some credit built up with Old Man Krime, Nathan Thiesen started development on his dream invention, in this case specifically referring to something that came to him in a dream. The Krime Whammy is a combination of warhammer and shotgun, with a blast specifically designed to breach nearly any non-armored door on the market. This sports Krime's typical styling and ability to make tools a



proper size for their functions, running the finest recycled titanium alloys for the head to a flexbond composite for the shaft to minimize kinetic transfer to the hands from the point of impact. Available in chrome finish or Super-Street-Chrome.

Standard Accessories: Melee hardening, shock pad. The Whammy is only available in troll sizes.

KRIME WHAMMY (SHOTGUN)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
3	12P	-1	SS	1	5(m)	12F	2,000¥

KRIME WHAMMY (CLUBS)						
ACC	REACH	DAM	AP	AVAIL	COST	
4	1	(STR+2)P	—	—	—	

Note: All range penalties are doubled with this weapon. Bullets fired from this weapon are not considered to be penetrating weapons for the purposes of overcoming barriers. When using the hammer portion of this weapon against a barrier, the user may roll Agility + Clubs [Accuracy] or Agility + Strength. A minimum Strength of 5 is required to use this weapon.

- Titanium alloy? More like a steel alloy that has a smidgen of titanium in it. And with Krime's marketing and target audience, I figure that metahumans will be targeted more with this than really tough doors.
- Bull
- It's a battering ram with a built-in shotgun, or vice versa depending on your point of view. If someone in your crew has one, just point them in a direction and they'll be able to make a straight line to wherever you need to go.
- 2XL

MACHINE GUNS

KRIME TRIPLE SERIES

Third time's the charm, they say. Krime brought out three barrels of pain to all comers who face their wondrous Triple Series of Gatling guns. The Triple-Troll Minigun uses Light Machine Gun rounds, the Triple-Ork Microgun uses Assault Rifle rounds, and the Triple-Dwarf Nanogun uses Submachine Gun rounds. That gets combined with the latest in chainsaw grip technology, incorporating a Radio Shack S4.2 smartgun link and a licensed Smyth divided spin/feed system that is the market standard for Gatling guns the world over. With the Krime Triple, the only thing not included is a target-rich environment.

Standard Accessories: Personalized grip, smartgun link (internal, DR 1). All Krime Triples are sized for the metatype named in the weapon.

TRIPLE-TROLL MINIGUN (LIGHT MACHINE GUN)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
3(5)	10P	-4	FA	—	100(belt)	18F	2,000¥

TRIPLE-ORK MICROGUN (LIGHT MACHINE GUN)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
3(5)	8P	-2	FA	—	100(belt)	16F	1,400¥

TRIPLE-DWARF NANOGUN (LIGHT MACHINE GUN)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
3(5)	7P	—	FA	—	100(belt)	14F	1,000¥

- I was kind of insulted at the Krime Triple Dwarf bit, but after using it, I have to say that even light rounds are very, very dangerous to the morale of opponents.
- Chainmaker
- Just to prove that firearms fans will complain about anything, the maximum rate of fire is "only" 3,000 rounds-per-minute rather than 5,000 or 6,000. I have yet to meet anyone that has ever set a minigun to more than 2,000 rounds-per-minute, and most are happy at 1,000 to 1,500. Also, look into the Krime Pack if you want to keep going all night long. Or, you know, longer than ten seconds.
- Zhaganaash

GATLING GUN HIGH RATE OF FIRE

A Gatling gun's main reason for being is deploying an extreme amount of ammo around the poor unlucky slitch who deserves it, and everyone around them. As such, they are primarily used to suppress a larger-than-normal area when compared to other assault rifles and machine guns. Any Gatling gun (including the Ares HVAR and GE Vindicator in *Run & Gun*) is capable of suppressing up to one additional zone (see the suppression rules, p. 179-180, *SR5*; and Enhanced Suppression, p. 120, *Run & Gun*) with a single test provided that they are adjacent to one another. Each additional zone requires an additional twenty rounds of ammunition. That 100-round belt is starting to look pretty small, huh?

Hope your reload is fast on their feet!



CANNONS/ LAUNCHERS

HK 82A1

One of the smallest available grenade launchers, the 82A1 is primarily used by security forces to dispense gas grenades to quell riots, but it also finds use as a support weapon with light infantry units. Tipping the scales at 2.5 kilos, the 82A1 weighs less than half as much as a standard grenade launcher and has considerably less bulk. Its compact design makes it less well-suited for longer-range engagements.



HK 82A1 (GRENADE LAUNCHER)

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
3	*	*	SS	(1)	1(b)	6F	1,500¥

* As grenade

Note: This weapon suffers a -1 dice pool penalty at Long range and a -2 dice pool penalty at Extreme range. It has a Concealability Modifier of +4 with its folding stock retracted.

- My life would be a lot easier if security forces would *start* using gas grenades. Fewer parts to replace that way.
- Borderline
- Very few units out there can afford to equip everyone on a fireteam with Alphas. This is a fairly lightweight, cost-effective pick for your grenadier.
- Picador
- These fit in larger model briefcases, making them much easier to sneak into places than something like a MGL-12. They work best when you know ahead of time when you'll need a grenade and what type you'll need next, but isn't that why we plan, chummers?
- Thorn

M79B1 LAW ROCKET

A single-shot, disposable rocket launcher, the M79B1 remains the most common light anti-tank weapon in use worldwide. When collapsed, the

M79B1's tube forms a watertight seal, protecting the rocket from the elements. Once opened, the housing cannot be resealed.

M79B1 LAW ROCKET (LAUNCHER)

ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4	*	*	SS	—	1(ml)	9F	750¥

* As missile/rocket

Wireless Bonus: You can use the wireless link trigger for your missiles, even if you don't have DNI.

Note: This weapon can only fire anti-vehicular missiles/rockets.

- These have become depressingly common with some of the better-equipped gangs out there. It's not like they all have 'em, but they can get their hands on one if they know they'll need it.
- Turbo Bunny
- I think you may be experiencing some recency bias.
- Butch
- You don't see someone undercutting Aztechnology on price all that often, but this is cheaper than the Striker.
- Hard Exit
- And not as flexible. If you have a platoon and you *know* you're heading up against some APCs, sure. But if you want a weapon that can be adapted to a variety of situations, this isn't for you.
- Red Anya
- Also not for you if you can't afford to drop 750 nuyen per shot.
- Chainmaker
- Rockets are not the favored weapon of the cheap. Which makes them unlikely to become *too* common in gang warfare.
- Thorn
- If you're still standing after I unload a belt of ammo, I adapt by using this next.
- Cayman
- We need to hang out more.
- Kane

PHALANX SYSTEMS VOGELJÄGER II MISSILE LAUNCHER

The Vogeljäger is a man-portable air-defense system (MANPADS) that has become the bane of



helicopter and VTOL pilots everywhere. The included imaging scope comes standard with both thermographic and low-light enhancements. Missiles fired at airborne targets receive a +1 dice pool modifier, while missiles fired at other types of targets suffer a -3 dice pool penalty. Additionally, sensor-equipped missiles fired from a Vogeljäger receive a +2 dice pool bonus for sensor attacks against airborne targets.

Standard Accessories: Imaging scope (top)

PHALANX SYSTEMS VOGELJÄGER II MISSILE LAUNCHER (MISSILE LAUNCHER)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5	*	*	SS	—	1(ml)	20F	2,600¥
* As missile							
Wireless Bonus: This weapon's IFF (Identify Friend or Foe) allows its user to reroll the direction of scatter (p. 182, SR5) once per missile. The user must use the second roll.							

- I'm not sure if the smoke plume these create is distinctive or if it's simply something you never forget, but if you've seen one, you know the feeling. These are the reason you pay extra for the stick jockey who can go faster than anyone else in tight terrain.
- Rigger X
- Another reason asymmetrical warriors like to set up camp in rugged terrain. If you force the Banshee to bank a few times before setting down on the one open field, you've probably slowed it enough to take a shot.
- Hard Exit
- I had a job clearing out a tunnel network of belligerents in advance of a conventional troop landing for this very reason. Had an Ares Dragon a few clicks away make some noise, which got them to fire up their MANPADS. A few seconds of work from our ELINT crew, and they detonated in the tunnels.
- Picador
- I think the moral of this story is that the decker is always the hero.
- Slamm-0!
- The moral of the story is if you can afford to have pretty toys, you can afford to have Matrix security.
- Pistons

TERRACOTTA X-6 MGL

Renraku's entry into the portable grenade launcher market, the X-6 has been quickly adopted by a variety of corporate and paramilitary outfits in Af-

rica, raising hopes that its market may be worldwide. Certified gold after enduring Terracotta's stringent quality control process including drop tests, salt-fog mist, and practical application, the X-6 offers fantastic value for the cost. The X-6 holds six 40mm minigrenades in a rotating cylinder and sports a foregrip to help minimize recoil.

Standard Accessories: Foregrip (under)



TERRACOTTA X-6 MGL (GRENADE LAUNCHER)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
4	*	*	SS	1	6(cy)	8F	2,000¥
* As grenade							

- A lot of the "stringent practical application" testing occurred in various hotspots around the globe. Make sure you're getting a direct-to-market model and not one of the early prototypes.
- Picador
- Amazing how often Renraku products pass Renraku quality control.
- Clockwork
- The foregrip is nice for distributing weight, but the rate of fire on this is noticeably lower than its competitors. Recoil is rarely an issue.
- Hard Exit
- Foregrips look badass.
- Slamm-0!

OTHER RANGED WEAPONS

NARCOJECT GAS GUN

The Narcoject Gas Gun is a shotgun-sized weapon designed to allow for easier distribution of inhalation-vector toxins; provided the user has adequate protection, the Gas Gun is much more accurate than mines or thrown grenades. The Gas



Gun doesn't shoot bullets or lob explosive devices, but rather it creates a stream of toxic gas using compressed air cartridges that are loaded from side- and top-mounted clips. Armor is useless against this attack, but respiratory protection will help guard the target (see the **Toxin and Drug Protection Table**, p. 408, SR5). The Gas Gun can be used to attack a single target or, with a Complex Action, attack up to three targets within a four-meter spread. Each target rolls their own Defense Test against a single Attack Test. Using the Gas Gun to attack multiple targets consumes two "rounds" of toxin. The cloud generally lasts two Combat Turns (less in a windy area, longer in an area that is confined or with poor ventilation, per gamemaster discretion). Using the Gas Gun in an enclosed space is likely a bad idea for everyone involved.

The Gas Gun uses "clips" of compressed air that mix with separate doses of toxin. Refilling the compressed air tank using an electric pump (included with the weapon's cost) requires three minutes.



NARCOJECT GAS GUN (EXOTIC RANGED WEAPON)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5	As toxin	—	SS	—	5x2(c)	8R	1,500¥
Note: This weapon uses Taser ranges.							

- Hah. I gotta get one of these. My favorite superhero uses a gas gun.
- Slamm-0!
- The last Green Wasp movie was terrible. I can't believe you liked it.
- Glitch
- I was talking about Blackwing Bird. Philistine.
- Slamm-0!

NARCOJECT PEP

The Narcoject PEP is an interesting device. The PEP, or Pulsed Energy Projectile, could easily have

been turned into a killing machine, and a rather brutal one at that. Instead, the PEP fires short, intense laser pulses. These pulses vaporize the surface of whatever they hit, creating plasma. This plasma then absorbs all other energy the PEP sends to it, detonating with a flash, bang, and pulse. The PEP is designed to prevent outright killing of targets, as the stun effects caused by the pulse are quite effective.



NARCOJECT PEP (EXOTIC RANGED WEAPON)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
6	10S	—/-5*	SS	—	2x10(c)	12R	7,500¥

* If the target is wearing armor that is capable of supporting a Chemical Seal, the attack has no AP. If the target is wearing clothing or armor with gaps, the attack's AP is -5.

Note: This weapon uses Heavy Pistol ranges. It can only accept top- and underbarrel accessories. The PEP is powered by peak-discharge battery packs (p. 52, *Run & Gun*) and uses two power units per shot. It typically takes 2 units with ten charges apiece.

- This hardly sounds non-lethal. Creating plasma on someone's body cannot be healthy.
- Netcat
- Oh, it won't kill you, usually. But you're right—it makes your skin look like it's been boiled in hot sauce. Plastic surgery might be needed after this "humane" weapon is done with you.
- Mihoshi Oni

NARCOJECT TRACKSTOPPER

The Narcoject Trackstopper was adapted from the discontinued Ares Fogger Glop Cannon. When Ares began to divert all non-essential weapons research, development, and production to the Excalibur rifle, the Glop Cannon (which hadn't been selling all that well) was discontinued. Seeing an opportunity, Narcoject bought the name and the research for a modest sum, which suited both parties at the time.



The Trackstopper has the look of a firehose crossed with a sub-machine gun. It connects to a pack worn on the user's back and fires a stream of liquid foam at the target. Unlike the original formulation of Freeze Foam, Narcoject Foam won't help you build a bridge, but it will harden in 1 Combat Round. For every net hit the user gets to hit the target, the target suffers a -1 penalty to their Agility. If the target's Agility reaches 0, they are unable to move or take any actions that require use of their limbs. Once hardened, the foam has a Structure Rating of 4 and an Armor Rating of 6. Narcoject Foam is specially formulated at the microscopic level to allow encased victims to breathe. Narcoject Foam dissolves completely in one hour, or immediately with the application of Narcoject-brand solvent (free with purchase of Narcoject Foam refills).

NARCOJECT TRACKSTOPPER (EXOTIC WEAPON)							
ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
5	—	—	SS	—	6	15R	8,500¥

Note: This weapon uses Light Pistol ranges. Foam refills cost 500¥ per 6 charges and have an Availability of 15R.

- Read the instructions on this one. Some new runner who called himself Rh0ghi just got wasted because he sprayed this stuff, expecting to freeze his pursuers in their tracks. Turns out these razorboys still had plenty of time to cut him down before the foam hardened.
- Hannibelle
- A few high-security places have started using the same foam that the Trackstopper uses as a flame suppressant. If your decker can get control of the system, it can be a great form of crowd control.
- Rigger X
- Look at you, advocating non-lethal solutions.
- Bull
- Immobile targets are easier to hit.
- Rigger X

WEAPON ACCESSORIES

ADDITIONAL CLIP/MAGAZINE

Requiring a nearly complete rebuilding of the weapon, this modification allows the weapon to

add an additional clip or magazine, depending on the weapon's original. If installed on a pistol, each clip or magazine holds seventy-five percent of the weapon's original capacity; they otherwise retain their original capacity. This modification adds a +2 modifier to the weapon's Concealability Modifier and gives the weapon Custom Look (Level 1), but with no bonus to Intimidation rolls. Switching between clips/magazines is a Simple Action.

Wireless bonus: Switching between clips/magazines is a Free Action.

ADDITIONAL CLIP/MAGAZINE (WEAPON MODIFICATION)						
SLOT	THRESH.	DUR.	TOOLS	COST	AVAIL	SKILLS
Side	20	1 day	Facility	Weapon cost	10R	Armorer

- I like to switch between different colors of tracers. It's pretty.
- Slamm-0!
- Can we ban an admin from commenting on guns?
- Cayman

KRIME PACK

The innovative minds at Krime know exactly how right-sized people feel when looking at most weapons that suit them. "A mere 100-rounds per belt before reloading? What scrawny person did they design these for?" Deciding that the entire world does not consist of tiny people, Krime make an ammunition holder for bigger folks—or, as they like to say, "the right-sized person lurking inside all of us." The Krime Pack is a backpack ammunition feeding system that uses an articulated feed belt, which means no struggling with fiddly little bullets in smaller belts and undersized charging handles every time users feel like letting loose. Capable of holding 2,500 rounds for weapons like the Krime Happiness, or Gatling guns like the newly-released Krime Triple series. Sick of reloading? Get a Krime Pack!

KRIME PACK (WEAPON ACCESSORY)	
AVAIL	COST
14R	500¥

Wireless Bonus: Pushes out Krime-based spam to other AR overlays, screaming "KRIME!" at the maximum volume allowed by the audio system. Operates as an Area Jammer (Device Rating 2; p. 441, SR5), but instead of inhibiting wireless functionality, reduce a DR to zero, indicating that the system's audio (if any) has been overridden.



- Ares had a similar design that was in development for the longest time, and its tendency to keep misfeeding was a major, but not the only, problem. Then the project just “died” and Krime came out with this six months later with some rather dodgy looking evidence that they developed it themselves in secret. Run gone well?
- Clockwork

KRIME STUN-O-NET

After one of Krime’s Thursday design discussions/bar fights, some of their people ran across one of the local heroes of the area, John Zubiri the Bouncer. He had a beat-up shotgun with a bayonet lug on it, and he had placed a jury-rigged stun baton on the damn thing. They knew a winner when they saw one—Zubiri now works for the development team full time (though he still acts as a bouncer in his uncle’s bar, since it’s a passion of his). The Stun-O-Net reflects Zubiri’s mentality of being ready to deal with the full range of meta-humanity and paracritters in the world, putting more than a sharp chunk of metal on the end of a rifle for the firearms owners of the world to use.

KRIME STUN-O-NET (WEAPON ACCESSORY)					
ACC	REACH	DAM	AP	AVAIL	COST
4	1	9S(e)	-5	10R	800¥

KRIME STUN-O-NET (WEAPON ACCESSORY)				
SLOT	THRESH.	DUR.	TOOLS	SKILL
Underbarrel	10	1 hour	Kit	Armorer
Note: This weapon has 10 charges and recharges at a rate of 1 charge per minute when plugged in.				

- It’s a stun baton that can be hooked onto a rifle like a typical bayonet. And it is selling, big time. I’m on the waiting list for my crew to get a bunch, as we’re looking at some escort jobs through a city, er, somewhere, and having an option that doesn’t get people sliced up would be a nice change.
- Picador
- There are some street gangs and crowd-clearing crews out there that have made “stun pikes” by welding stun batons to metal or plastic pipes. Putting a bayonet mount on those pipes and being able to choose using them as pikes or batons will open up options for those headbreakers.
- Zhaganaash

NARCOJECT DAZZLER

The Dazzler name is rather on-the-nose for this non-lethal piece of equipment. When triggered, the dazzler emits intense, focused radiation to temporarily disable its target with flash blindness. The Dazzler can be tuned to various parts of the light spectrum to target either the normal range of visible light or infrared, allowing the weapon to be used against metahumans and sensors with thermographic capabilities. The Dazzler cannot affect both spectrums at the same time.

Looking directly at someone using a Dazzler for any appreciable length of time is extremely dangerous. On their first Initiative Pass, the viewer suffers from Moderate Glare penalties (p. 175, SR5). If the viewer has some form of low-light vision enhancement, these penalties are increased to Blinding Glare. Flare compensation reduces the penalties by one category. For each subsequent Initiative Pass that the viewer continues to look at the Dazzler’s user, the penalty increases by one category. If the viewer suffered Blinding Glare penalties on their previous Initiative Pass and continues to look at the Dazzler, they must make an immediate unaugmented Body [Physical] (4) Test. Failure temporarily blinds the viewer for a number of hours equal to 4 minus the number of hits rolled on the test.

The Narcoject Dazzler is commonly purchased as a Heavy Pistol-sized device on its own (at the same cost), but is also available as a top-mounted weapon accessory that can fit on weapons that have a Concealability Modifier of +4 or greater. Its price and Availability remain the same. Narcoject prides itself on its patented array of optic lasers, offering a full guarantee if any targets are permanently blinded.



NARCOJECT DAZZLER (WEAPON ACCESSORY)

SLOT	THRESH.	DUR.	TOOLS	COST	AVAIL	SKILLS
Top	5	30 minutes	Kit	15R	1,000¥	Armorer

Note: This item can be used for 10 Combat Turns before it needs to be recharged. It recharges at a rate of 1 Combat Turn of use per 15 minutes.

RED DOT SIGHTS

This archaic sight projects light onto a curved lens, overlaying a red dot onto the user's target. It increases the weapon's Accuracy by 1 and provides a +1 dice pool modifier when used at Short range. At Medium range, it only increases Accuracy by 1, with no dice pool bonus. Red dot sights have no effect at Long and Extreme ranges. Red dot sights are not compatible with smartlink systems, laser sights, holographic sights, or any form of vision magnification.

RED DOT SIGHT (WEAPON ACCESSORY)

SLOT	THRESH.	DUR.	TOOLS	COST	AVAIL	SKILLS
Top	4	10 minutes	Kit	75¥	4	Armorer

- Good God, they still make these?
- Bull
- As basic as basic gets, but there's no wireless signal to trace back to your location and ... well, that's about it. Get a smartlink. Hire a decker.
- Thorn

ARMOR

URBAN EXPLORER DAEDALUS

Already a favorite among *traceurs*, the Daedalus looks like the standard Urban Explorer jumpsuit, but it can deploy microfiber wings under each arm and between the legs, creating an on-demand wingsuit. Deploying the wings requires a Complex Action. The Daedalus can hold up to 320 kilograms aloft. The user can cover three meters horizontally for every meter fallen and rolls Freefall + Body to maneuver, with a threshold determined by the gamemaster (p. 199, SR5). Like the Control Vehicle action, this test must be performed once per Combat Turn or the user loses control of her

descent. Losing control imposes -2 dice pool penalty to all rolls, including the next Freefall + Body test. Failures on consecutive Combat Turns result in a cumulative penalty. Successfully hitting the threshold eliminates the penalty. The maximum safe speed a user can reach is 2R (p. 124, *Rigger* 5). Although it is possible to make a hard bank to come to a safe stop without assistance (threshold 4), the Daedalus comes equipped with a discreetly-packed BASE parachute for the safety-inclined runner. This parachute is a one-use item.

URBAN EXPLORER DAEDALUS (SPECIALITY ARMOR)

SLOT	THRESH.	DUR.	TOOLS	COST	AVAIL	SKILLS
Top	4	10 minutes	Kit	75¥	4	Armorer

Note: Parachutes for this item cost 750¥.

- The number of Daedalus fail MeFeeds out there is staggering. Given some of the content, you'd think they'd try to get them taken down, but I guess there really is no such thing as bad publicity.
- Slamm-0!
- Just make sure you do your math beforehand. There's nothing quite as embarrassing as miscalculating and coming in ten meters below target but still at a decent altitude.
- Turbo Bunny
- With a little assistance from a drone, getting the altitude you need for any standard building insertion isn't hard. Coming to a stop on a small rooftop *is* hard, but if your mage knows the levitate spell, it's much easier.
- Mika
- An alarming number of runners come up with plans that revolve around these things and only realize post-jump that they've never trained with them.
- Kat o' NineTales
- Natural selection at work. Leave more jobs for the rest of us.
- Clockwork



MELEE WEAPONS

WEAPON	ACC	REACH	DAM	AP	AVAIL	COST
Krime Bill	5	1/3*	(STR+3)P	-2	12R	1,500¥
Krime Reaver Axe	4	1	(STR+3)P	-1	—	300¥
Krime Reaver Pick	4	1	(STR+1)P	-4	—	—
Krime Reaver Knob	4	1	(STR+3)P	—	—	—
Krime Shiv	5	1	(STR+2)P	-2	6R	550¥
Macuahuitl, traditional	6	1	(STR+3)P	-2	7R	3,000¥
Macuahuitl, modern	4	1	(STR+2)P	-1	5R	200¥
Nodachi	5	2	(STR+5)P	-5	12R	2,500¥
Fluid-Motion Mace	4	1	(STR+4)P	—	9	1,500¥
Gunstock War Club	5	1	(STR+3)P	-1	10	200¥
Nunchaku	5	1	(STR+2)P	—	6R	75¥
Tonfa	4	1	(STR+3)P	—	4	75¥
Krime Gloves: Knucks	Physical Limit	—	(STR)P	—	8R	600¥
Krime Gloves: Stun Pad	Physical Limit	—	8S(e)	-5	—	—
Krime Stun Lance	4	2	10S(e)	-5	9R	900¥
Krime Trollbow, blade	3	1	(STR+1)P	-1	(Rating)R	Rating X 150¥
Krime Whammy, club	4	1	(STR+2)P	—	—	—

PROJECTILE WEAPONS

WEAPON	ACC	DAM	AP	AVAIL	COST
Krime Trollbow, bow	4	(Rating + 2)P	-(Rating / 4)	Rating(R)	Rating X 150¥



RANGED WEAPONS

STREET LETHAL

WEAPON	ACC	DAM	AP	MODE	RC	AMMO	AVAIL	COST
Winchester Airbow	5	10P	-2	SS	—	1(ml)	10R	800¥
Krime Tingle	3	10S(e)	-5	SS	—	2 (m)	6	240¥
Narcoject One	5	as Narcoject	—	SA	—	6(c)	6R	1,200¥
Raecor Sting	4	8P(f)	+5	SS	—	4(m)	6R	350¥
Terracota Arms Pup	4(6)	6P	—	SA	—	5(c)	4R/6F	500¥/900¥
Browning Ghost	5(7)	6P	—	SA	1	10(c)	10R	1,250¥
Colt Coral Snake	5(6)	7P	-1	SS	—	5(cy)	3R	320¥
Ares Striker	5	8P	-1	SA	—	12(c)	4R	400¥
Barrens Special	4	8P	-1	SS	—	5(cy)	2F	150¥
Browning Phantom	4(6)	8P	-1	SA	1	12(c)	12R	1,500¥
Cavalier Champion	6	10P	-2	SS	—	1(b)	8R	650¥
Cavalier Thunderstruck	5(7)	8P	-1	BF	3	12(c)	12F	1,150¥
Hammerli Gemini	5	7P	-3	*	—	8x2(c)	10R	700¥
HK Urban Fighter	5	8P	-1	SA	1	10(c)	15F	1,950¥
Morrissey Alta	5(6)	8P	-1	SA	—	12(c)	7F	800¥
Morrissey Elite	4(5)	8P	-1	SA	—	5(c)	6R	500¥
Nemesis Arms Praetorian	4(6)	8P	-1	SA	1	12(c)	7R	750¥
Onotari Arms Vagabond	5	8P	-2	SA	1	6(cy)	6R	375¥
VW Infiltrator	5	7P	-1	SA	—	15(c)	14R	1200¥
Cavalier Flash	4(6)	7P	—	SA/BF	—	24(c)	8R	1,850¥
Esprit Tsunami	4(6)	7P	—	BF/FA	—	40(c)	8R	750¥
Onotari Arms S-3k	4(6)	7P	—	BF/FA	(1)	30(c)	8R	725¥
Ares Stalwart	5	9P	-2	SA/BF/FA	(1)	36(c)	6R	750¥
Colt M23A2	5(7)	9P	-2	SA/BF/FA	1	40(c)	10R	3,150¥
Izom Artemis	5(6)	9P	-2	BF/FA	—	30(c)	8F	1,800¥
Grenade launcher	3(4)	*	*	SS	—	1(m)	—	—
Cavalier Frontier	5	10P	-2	SA/BF/FA	—	30(c)	6R	1,750¥
Krime Happiness	3	9P	-2	FA	—	100 (belt)	6F	500¥
Onotari HL13	5(7)	10P	-2	SA/BF/FA	—	30(c)	15F	3,500¥
Personal defense weapon	4(6)	7P	—	SA/BF/FA	—	30(c)	—	—
Urban Assault	3(5)	9P	-2	SA/BF/FA	—	30(c)	—	—
Sniper Support	6(8)	11P	-2	SA/BF	—	30(c)	—	—
PSG Enforcer	6	12P	-4	SA	—	2x12(c)	12F	11,000¥
Beretta Northstar	4(6)	11P	-1	SA	—	6(m)x2	12R	2,000¥
Krime Boom	4	10P	-1	FA	—	20 (m)	15F	750¥
Krime Whammy	3	12P	-1	SS	1	5(m)	12F	4,000¥
Krime Triple-Troll	3(5)	10P	-4	FA	—	100(belt)	18F	2,000¥
Krime Tripe-Ork	3(5)	8P	-2	FA	—	100(belt)	16F	1,400¥
Krime Tripe-Dwarf	3(5)	7P	—	FA	—	100(belt)	14F	1,000¥
HK 82A1	3	*	*	SS	(1)	1(b)	6F	1,500¥
M79B1 LAW Rocket	4	*	*	SS	—	1(ml)	9F	750¥
Phalanx Systems Vogeljäger II	5	*	*	SS	—	1(ml)	20F	2,600¥
Terracotta X-6 MGL	4	*	*	SS	1	6(cy)	8F	2,000¥
Narcoject Gas Gun	5	As toxin	—	SS	—	5x2(c)	8R	1,500¥
Narcoject PEP	6	10S	—/-5*	SS	—	2x10(c) or	12R	7,500¥
Narcoject Trackstopper	5	—	—	SS	—	6	15R	8,500¥

* indicates damage comes from values of rocket or grenade.

MILITARY AND FUTURE WEAPONS

POSTED BY: HARD EXIT

So we've covered the new (and new-ish) weapons that are more broadly available, but that's not the true bleeding edge of combat technology. For that, you have to dive into the megacorporate labs and see the ideas and concepts they're testing. Some of these ideas will never make it to mass production—they may not be feasible to produce in large numbers, or they just plain may not work. But this is what the corps are working on, so you should know so you can keep up with what might be coming at you in the near future—and start building your wish list for future birthdays.

ARES ARMS DPC-002A "SLAM DANCER"

Always on the lookout for a new gun to sell, Ares Arms has been experimenting with a concept they call a "directional particle cannon" on behalf of Ares Space. The initial concept was not a weapon at all, but a device to assist manned and unmanned spacefaring vessels travel through space. Based on a concept from an old flat-vid science-fiction franchise, the idea was to use a low-powered energy beam to deflect small and microscopic debris (that could still severely damage a vessel) safely away from the intended flight path. Plans to develop the device for its initial purpose ended in 2065 when Ares Arms engineers realized its potential use as an energy-based vehicle weapon.

- If they thought they could make nuyen from it, Ares would try to develop a combat potato gun.
- Netcat

Ares Arms R&D started work on the initial concept in 2053, and according to secondhand accounts, significant progress had been made. The

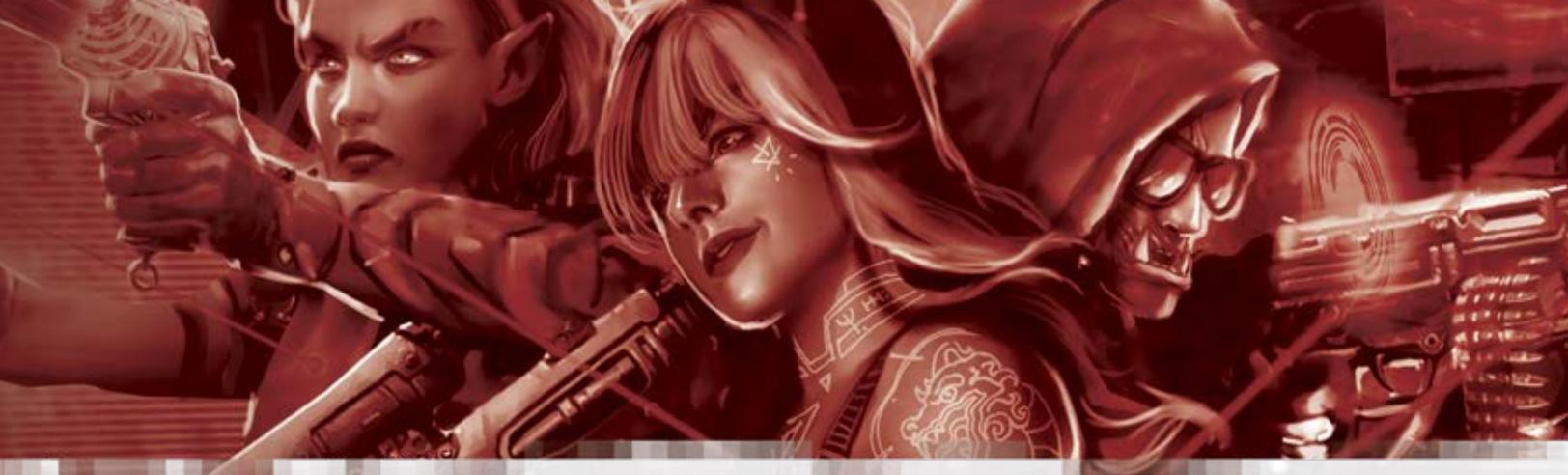
project, known as Galaxy Navigator, went from proof-of-concept to preliminary working prototype. Ares Arms changed gears and re-named the project Slam Dancer, but most of the data and specs on it and Galaxy Navigator were lost in the Second Matrix Crash of 2064. Left with a prototype device and no data on how exactly it operates, Ares engineers did the smart thing (for once) and spent the next few years reverse-engineering and re-testing it.

- Another group of Ares engineers also re-started the Galaxy Navigator project, running it parallel with Slam Dancer. With the two devices operating on the same basic concept, the idea was to kill two birds with one stone. Ironically, Galaxy Navigator progressed much faster and its developments kept Slam Dancer afloat despite a series of mishaps and constant budget overruns. While Slam Dancer is still struggling, Ares Space already has plans to ship the first run of Navigator units to Ares Space and the Space Rescue Service by end of fiscal year 2083.
- Orbital DK

After nearly a decade of trial and error (mostly error), Ares Arms was finally able to complete six (semi) reliable prototype devices in 2073. Classified as the DPC-001, test units one through four were shipped to Ares' Antarctic Base for further testing, while units five and six were placed in a secure Ares vault at corporate HQ in Detroit. These first units were large, weighing over 450 kilos and were six meters long and consisted of an emitter unit and power supply. These units could only be transported by large vehicles.

Late last year, after years of testing and refinement, Ares Arms began field testing a new refined and scaled-down unit known as the DPC-002A. The 002A is still large by weapon standards but can be mounted on heavy vehicles such as battle tanks—which may be what the current device is designed for.





- I recently heard that Ares Arms is looking to develop a new line of armored vehicles and air-defense systems based around this weapon. What intrigues me is how fast Ares Arms went from a large, clunky prototype to a much more streamlined unit in a relatively short period of time for a project like this. Cost cutting, cutting corners, or does someone really want these in the field?
- Clockwork
- Yeah, but does the damn thing work?
- Balladeer
- According various sources, all tests have been listed as mixed. But maybe the rapid development has something to do with the Slam Dancers and their crews who have been seen around the Kilimanjaro Mass Driver. Has anyone heard from Sticks lately? I have some Ares-related inquiries for him.
- Red Anya
- Negative, Anya. Nothing substantial recently.
- Glitch
- Contact of mine says initial field tests are proving ... challenging. While the test units performed well under low-power tests, they tended to burn out the focusing emitters at higher power, causing the containment beam to fail and the charged particles to act unpredictably. Not something you want to be near when things go bad.
- Cosmo
- Yeah, but this is the new Ares, where fifty percent reliability is considered a success.
- Slamm-0!

Both the 001 and the 002A operate on the principle of supercharging ambient particles in a particular area and then projecting or focusing said particles in the desired direction. The first part of this process involves activating a quantum-magnetic confinement beam. This beam is specifically designed to contain, focus, and aim the charged

particles into the desired direction. The second part of this process is achieved by a Zero-Point Energy Emitter that excites and supercharges the targeted particles, sending them into a high kinetic energy state. This creates what engineers have dubbed “kinetic lighting.” Once the particles are charged, they travel away from the emitter and along the confinement beam toward the target. After the particles have impacted with the target, the confinement beam is disengaged, which is usually accompanied by a loud and distinctive auditory “crack-boom.” The time from weapon activation to impact on target is usually 1.3 seconds.

- Interesting. The effects seem similar to a NeoNET device that was reportedly being used in Boston during the quarantine. Wonder if Ares somehow got ahold of the specs from NeoNET ... or maybe the other way around.
- Rigger X

To increase the unit’s versatility in the field, the containment beam can be set to narrow dispersion for a concentrated attack against a single target, or wide dispersion to engage multiple targets. However, the wider the dispersion, the weaker the attack. With current ammunition capacitors, the Slam Dancer can fire between five to ten times before recharging, depending on the weapon’s focus settings.

- So basically this is a ghost-damned energy shotgun for tanks? Fraggin’ A! When can I get one that’s at least troll-sized?
- Beaker
- Or an energy flak gun, take your pick.
- Hard Exit
- If the data I have regarding the Navigator units, which are by all accounts scaled-down, low-powered versions of the Slam Dancer, the energy output needed to make these



things a viable weapon is enormous. Good luck carrying a large enough capacitor with you to make it work, even for someone of your large stature, Beak.

- Orbital DK
- For what this thing is capable of as a potential anti-aircraft/weapon platform, I wouldn't be surprised to see it mounted on naval vessels in the near future. If it works.
- Sounder

A NOTE ON PURCHASING AND USING FUTURE WEAPONS

The vast majority of weapons and ammo in this chapter do not have a listed cost or availability, simply because they are not available for purchase, even if you have a great black-market connection. For the most part, they have not been manufactured in high enough numbers for anyone to be selling them (though there are a few exceptions). The items in this chapter potentially carry a lot of power, so gamemasters should be careful about letting players obtain and use them with any degree of reliability. The weapons may be subject to frequent breakdowns, or other runners might be anxious to steal them away from the players. Use the weapons to make fun games and interesting plot twists, not to give the players powers no shadowrunner should possess for long.

If current field testing proves to be successful, Ares Arms hopes to begin wide-scale deployment to their military and para-military forces by 2088, with sales to preferred customers in 2089.

ARES ARMS DPC-002A (HEAVY VEHICLE MOUNTED WEAPON)							
ACC	DV	AP	MODE	RC	AMMO	COST	AVAIL
4	20P*	—	SS	—	10 (charges)**	N/A	N/A

Standard Equipment: Smartgun targeting system
 *Damage: Narrow beam DV: adjust DV by -5 for medium beam, -10 for wide beam. Uses Choke rules, page 180-181 SR5.
 **Charges: After all charges used, weapon requires six standard hours to re-charge.

AZTECHNOLOGY-DASSAULT HALCÓN DE SANGRE/ BLOOD HAWK MK I

In 2075, Aztechnology and Dassault Aviation stunned the attendees at the Paris Air Show and the aviation community as a whole with the unveiling of their new Blood Hawk Mk I superiority

fighter and Mk II fighter-bomber. Witnesses at the event reported seeing a “sleek aircraft that seemed to morph and shift in mid-flight” and that they “had never seen such maneuverability in a manned aircraft before.” The surprise unveiling at Paris was a PR bulls-eye for Aztechnology and Dassault. Despite the Blood Hawk being years away from its first full production run, it's been reported that current back-orders may take the next twenty years to fill.

- And it almost caused an international incident. Security and secrecy was so tight about the Blood Hawks that the event coordinators and local governments were completely in the dark. So when a totally new aircraft comes screaming in at only 460 meters, completely evading all local radar and aerial sensors and then coming to a dead stop (yeah, that's right) above the crowd with weapons bays open, a lot of people needed to change their shorts.
- Sunshine
- Yes, but lately it's hard to stay mad at Aztechnology. Didn't you know they're fragging heroes? And those were just dummy munitions after all, so no big deal. Besides, they also know the exact palms to grease.
- Pyramid Watcher

For the past two decades, there were rumors of Aztechnology experimenting with new, cutting-edge aerospace technologies. Numerous sightings of unidentified, high-performance aircraft along the Aztlan/CAS border continued to bolster such rumors, and they gained additional credence during the Az-Am War, when Aztechnology was rumored to be heavily investing in what is generally referred to as “anti-dragon weapons.”

During a press conference after the unveiling in Paris, Dassault gave a history lesson about their new product. According to their official statements and releases, the Blood Hawk will be the first ninth-generation fighter aircraft. They're also the production models of the *Ala de Sangre* (or Blood Wing) prototype test-bed aircraft first conceived in 2060 and built in the early 2065. Once a series of tests and evaluations are completed, Dassault said that the first Blood Hawks are scheduled to enter service with their respective air forces by spring of 2084.

- Interesting. They're trying to make it seem like this is a normal developmental cycle. In actuality, the original Blood Wing was initially part of Aztechnology's anti-





dragon program. It was supposed to have made its big debut against Sirurg in Operation: Marauder, being the spearhead against the big wyrm. But delays and sabotage kept the Blood Wing from participating. Without one of their big guns, Aztlan and Aztechnology were forced to go with Plan B, using scores of drones and mere eighth-generation fighters.

- Rigger X
- Yeah, bet they won't ever mention that the Blood Wing was created from data stolen from the CAS' Skyknight program. The Confederates weren't too happy about that. And you might say a little birdie told me that as payback, the CAS might have had something to do with the Blood Wing's delayed deployment. That, and I think they just wanted to see Sirurg take a few more chunks out of Aztlan's hide.
- Kane

- If this thing was such a big secret, why reveal it now? Isn't that tipping their hand?
- Stone
- Nuyen, my man, nuyen and PR. After the war, the cat was, for the most part, out of the bag on the whole "anti-dragon weapons" thing. The public may not have known specifics, but they knew the Azzies had something. This is just another way of riding their current popularity wave all the way to the bank.
- Dr. Spin

According to the releases, the Blood Hawk Mk I is a multi-role fighter-bomber. It comes with standard internal weapons bays that can carry a variety of payloads such as conventional munitions or direct-beam weaponry. The Blood Hawk is capable of carrying air-to-air and air-to-



ground munitions. A two-seat version, dubbed the Mk II, is already rumored to be in development. Whatever the version, the Blood Hawk has three distinct features that make it stand out as cutting-edge aircraft.

The first is the new Micro-Shard radar-scattering paint. Previous iterations of aircraft relied on radar-absorbent materials, also known as “iron ball” paint to help absorb radar emissions/energy. Micro-Shard paint enhances this ability with small variable-shaping, ferro-ceramic shapes that can absorb or re-direct radar or sensor emissions in any direction designated by the pilot or automatically through the fly-by-wire controls. When used in conjunction with the inherent stealth features of the aircraft, the “detectability of the aircraft is decreased by at least forty percent,” according to corporate materials

- BUHAHAH!!!! So much PR bulldrek. They have no idea now aircraft stealth systems work. But it sounds good to potential customers.
- Kane
- Say what you will about the sales pitch, but that stuff supposedly works as advertised. Need to get ahold of some for my own testing.
- Clockwork

The Blood Hawk’s second major feature is its patented Omni-Thrust engine system. Consisting of a pair of linked high-efficiency pulse-turbine main engines, the Omni-Thrust also has three secondary thrust nozzles (two in the aircraft’s underside and one just behind the cockpit) and several “micro-thrust” engines located along the aircraft’s main body. This allows for not only full V/STOL capabilities, but it gives the aircraft an unprecedented maneuverability profile. Variable-geometry inlets in conjunction with a ram-jet intake mini-turbines help keep the aircraft from stalling, no matter the angle or direction of flight.

- Not too long ago, I did a data-snatch, but Mr. Johnson tried to backstab me, so I shot him in the ba ... well, needless to say with that payday gone, I needed to see what I could sell. Sure enough, there was some data on the Blood Hawk in the datapacket. Mostly pilot and engineer evaluations, but both said that the Blood Hawk was too maneuverable, that the g-forces were clocked out at 11.5g, way more than most pilots could handle at full turn. They even tried to rig it with an automated system, but the wireless signals couldn’t keep up either.

Targeting systems often failed to lock during high-g maneuvers as well.

- /dev/grrl
- Is it me, or does this thing have the makings of a bad sci-fi movie?
- Bull

The Blood Hawk’s final feature is its most distinctive. Known as Super-Variable Geometric Wings, the aircraft’s main wings are able to re-form into different configurations “at the molecular level, allowing for maximum control of airflow over control surfaces and customization for the mission at hand.” The exact methods and materials used to accomplish this are considered proprietary information, but the mechanisms that accomplish this are controlled as part of the aircraft’s next-generation fly-by-wire controls.

- Anything else about this, /dev/?
- Clockwork
- Depends, you paying? First one was free, everything else is gonna cost ya.
- /dev/grrl

AZTECHNOLOGY-DASSAULT BLOOD HAWK MK I									
HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS	AVAIL	COST
6	10	9	20	10	4	6	1	N/A	N/A

Standard Equipment: Ammo bins, anti-missile system, ECM 6, ejection seat, life support 2, rigger cocoon, sat link, signature masking 6, weapon mount x3 (heavy, concealed, fixed)

MCT DSP (DIGITAL SIGNAL PULSE) WEAPONS

Two months ago at the International Arms Expo, MCT stunned the world when they announced they had found the key to the “new generation of direct electronic and digital warfare to replace and emulate the EMPs of old in a modern setting.” Since the advent of modern electronics, the threat of EMPs had become a thing of the past. But with MCT’s new “Digital Signal Pulse” or DSP line of weaponry, the ability to disrupt or eliminate the electronic systems of an enemy is closer to becoming a reality again.

This announcement sent a shockwave through the arms industry. The idea of a modern EMP-type weapon or device had long been considered a holy grail of modern weaponry.



- Yeah, it sent a shockwave through the runner community as well. Something like this would be a game changer, especially for riggers and deckers. Not sure how the technomancers would fare.
- Bull
- I ... honestly don't know. But it's MCT, so I'm instantly worried and on my guard.
- Netcat
- I'm definitely interested now.
- Clockwork
- Before anyone starts something, I'm stopping it now. Only warning. Keep it professional.
- Glitch

Claiming that the system was in its final phases of testing, MCT showcased a wide variety of delivery systems ranging from high-powered, vehicle-mounted emitters to small, grenade-sized "quick burst" weaponry. MCT was short on details, specifically how the system worked, claiming it was proprietary information. They said, though, that the DSP system is a combination static-blast that weakens the target and a subsequent data-spike that specifically targets a device or system through its wireless connection.

- Damn, looks like I'm going to have to start stocking up on lower-tech weaponry again.
- Red Anya
- These are recently acquired specs for the DSP system. I'm not doing this for some altruistic principle, but because it suits my purposes against another. <link>
- Rigger X
- Oh frag, Netcat is gonna ...
- Pistons
- MOTHERFRAGGERS!!!! I'M GONNA <connection terminated, user: Netcat blocked>
- Netcat
- Just until you calm down. I don't need you accidentally damaging JackPoint in a blind rage. See me after.
- Glitch
- Dude, I'm shaking. They're using some kind of corrupted sprite to power this. This is not good. How are they making this work?
- Slamm-0!

- Heh. Time to buy stock in MCT. *grin*
- Clockwork

DSP GRENADE				
DV	AP	BLAST	COST	AVAIL
10(special)*	—	5m	N/A	N/A
*Damage: To damage object/target, weapon's net hits must bypass target's threshold (p. 295, SR5). Number of net hits is equal to the net hits over the initial DV.				

DSP "STATIC GUN" (VEHICLE MOUNTED WEAPON)							
ACC	DV	AP	MODE	RC	AMMO	COST	AVAIL
3	15 (special*)	—	SS	—	10**	N/A	N/A
Standard Equipment: Smartgun targeting system *Damage: To damage object/target, weapon's net hits must bypass target's threshold (p. 295, SR5). Number of net hits is equal to the net hits over the initial DV. **Charges: After all charges used, requires new custom ammunition to be created per sprite compiling rules.							

VULCAN SYSTEMS "HOT-DROP" RAPID-EGRESS JETPACK SYSTEM

"When you need to get into the heat of battle, accept no substitutes!" —Vulcan Systems Matrix ad, 2078.

To say the market for mil-spec weaponry and equipment is cutthroat is one of the great understatement of the Sixth World. In such a saturated market, sometimes one has to take extreme chances with an extreme concept in order to stand out against the competition. And Vulcan Systems is poised to do just that with their new Hot-Drop personal jetpack system.

- Let me see ... basically make myself nothing more than a flying target. Nope, pass.
- Clockwork

For years, this subsidiary of Saeder-Krupp was another solid but unremarkable performer in the megacorporation's portfolio. Their drones were basic stuff. They were solid yet unremarkable and sold well enough that the S-K higher-ups pretty much forgot about them. That was until Lofwyr himself needed material for his little war against his brother Alamais. Suddenly every S-K subsidiary was, for the lack of a better term, drafted into the war effort.





But when the time came for Vulcan to contribute, their portfolio was somewhat lacking, and it made S-K higher-ups take a long look at the company, something Vulcan execs didn't want. It wasn't that they were hiding anything; they were simply skating along. And for a company like S-K, that's unacceptable. So Vulcan was given a choice: come up with something useful, and fast, or have their company sold off to other S-K subsidiaries piece by piece.

- Yeah, wheelchair drones for grandma and grandpa ain't gonna do much good against panzers.
- Stone

In response, Vulcan decided to try their hand at cracking into the military drone market. Their first attempt was a tracked drone based on one of their farming drones, but there were already dozens of drones just like it. They then tried a vector-thrust combat drone. But the whole thing was too unstable. With the deadline closing, a Vulcan engineering intern made the offhand comment that "the thruster assembly looks like one of those old jet packs."

With that comment, Vulcan engineers were off and running.

Stripping away the drone components, except for the guidance and thrust systems, Vulcan began working on making it feasible for the battlefield. To keep size and costs down, they couldn't attach much fuel, which limited range. Also, the thrusters were insufficient for sustained flight. Additionally, to keep weight down, armor had to be sacrificed. This made it unsuitable for the battlefield.

- Jetpacks are one of those gimmicks that keep popping up from time to time. The idea of rocketing through the air like some damn superhero has its appeal, and it looks great on the trid. But unfortunately, the potential drawbacks and vulnerabilities tend to severely outweigh any potential benefits.
- Hard Exit
- The first thing that came to me when I saw this entry was old-style skeet shooting.
- Danger Sensei

Unfortunately for Vulcan, time ran out. S-K demanded results and asked to see what Vulcan had produced. The prototype jetpack was demonstrated, with completely lackluster results. When asked why they'd wasted time with a jetpack, Vulcan's head engineer in a fit of panic said, "it's not a jet-

pack.” Amid hard stares from the S-K big-wigs, the engineer started prattling on about how it’s not meant to be a jetpack, but a “rapid egress” system. And in what was either a flash of inspiration or panic, the engineer went into a long diatribe about armored troops bounding over the battlefield, bypassing obstacles, or making hot jumps without the need for clumsy (and vulnerable) parachutes or wingsuits.

A lot of bulldrek was slung, but it must have been high-quality bulldrek because the bigwigs bought it. And in that moment of panic/inspiration, the engineers at Vulcan realized that the best way to get past the system’s potential shortcomings was to embrace them.

With a new focus, Vulcan made some minor modifications to their new product and dubbed it the “Hot Drop.” Rather than a full-out jetpack, the Hot Drop consists of an armored harness, back, and leg-thruster units. A special Kevlar and neo-asbestos back plate protects the user from damage from the thruster. It focuses on giving the user quicker mobility by enabling them to jump great distances or freefall from shorter distances, via computer-assisted controlled bursts of thrust. The Hot Drop can be controlled via AR by linking it with the user’s commlink or PAN, or manual controls for those who prefer more classic styling. For emergencies, the Hot Drop is also equipped with a quick-release feature that detaches the unit from the user.

Unfortunately (or fortunately depending on your point of view), the battle at GeMiTo happened before Vulcan could produce a working prototype. Despite this, Vulcan has remained intact as the company and was instructed to continue development.

Initial testing began in 2074. Early specs called for the Hot Drop to upwardly propel a subject of average metahuman weight and size approximately fifty meters vertically or seventy-five in a low forward arc. They also allow a subject to safely descend approximately one hundred meters. This was under controlled testing conditions. During simulated combat scenarios, the efficiency rating dropped to just over sixty percent. There were also problems with the computer-assisted control software. If jammed or if the signal is severed from the user’s PAN, the Hot Drop tended to continue with its last given instructions. Additionally, problems such as weight restrictions and fuel consumption continue to be issues.

- Still, this hasn’t killed interest in the project. I know of a number of mercenary units who would love to test this out for their airborne troops, and one in particular who would love to use this on their armored infantry.
- Picador
- Hmmmm, you reminded me of something. Check back later.
- Red Anya

HOT DROP RAPID-EGRESS JETPACK SYSTEM

HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS
2	1	1	10	5	2	1	1

Standard Equipment: Quick-Release System

Notes: Uses Freefall skill to operate. Fuel system allows for up to twenty standard uses.

YAMATETSU NAVAL TECHNOLOGIES MAGNETIC WAVE GENERATOR/REPULSOR

There’s been recent talk among industry insiders (and a few corporate data raiders) about a new project in the works by Evo’s subsidiary, Yamatetsu Naval Technologies. A leaked but heavily redacted internal memo referred to something called “Magwager” that was in development at Yamatetsu’s newest test center in Vladivostok. These rumors were somewhat confirmed when various images began making their way onto the Matrix showing three Yamatetsu ships sporting what looked like a high-tech tower or some kind of array on either their bow or stern.

When inquiries were made, Yamatetsu and Evo released statements saying the fixtures were nothing more than advanced weather-monitoring antenna.

- Why, when faced with questions or accusations about making new high-tech stuff, do people always seem to default back to something weather related? In the past anything unexplained was either a weather balloon, or some kind of atmospheric anomaly. Can’t people at least make their lies more entertaining?
- Slamm-0!

This non-explanation held out for a few months until one of the test ships, the *Arashi*, was lost with all hands on February 23, 2078. *Arashi* and a small task force sailed from Vladivostok on February 16 into the Pacific Ocean on a routine training exercise. On the same day, a random satellite image



showed what appeared to be a naval engagement with her escorts, and the *Arashi* exploding in a massive fireball. Speculation as to what exactly happened remains rampant. Official Yamatetsu statement calls the incident an “unfortunate terrorist attack.”

- Saw the footage, heard the rumors. My money is on some runners tried to make a boneheaded play for *Arashi*, or whatever was in her computer banks. Rather than let the data get out on whatever they were doing, the other ships considered her compromised and sunk her.
- Kane
- Possible, and I agree that it would be a dumb idea to hit the ship in open waters. I have other theories. I think that whatever they were testing went wrong, as experiments often do.
- Clockwork

Following the sinking, interest in the *Arashi* incident and her sister ships the *Kami* and *Meiyo* increased. Eventually, some information regarding the project they were attached to was leaked to various sources on the Matrix.

The term “Magwager” is actually the acronym MagWaG/R, or Magnetic Wave Generator/Repulsor. The leaked information indicates the Magwager’s primary function is to act as a defensive system for naval vessels by using focused magnetic “waves” (slow energy pulses, to be exact) to disrupt or alter the course of incoming weapons fire and attackers. The power requirements to accomplish this are enormous, hence the mounting on a naval vessel. Of course, Evo and Yamatetsu still deny any claims that the system exists. The *Kami* and *Meiyo* have been docked in Vladivostok since the incident.

- Again, interesting. A lot of the specs seem to borrow heavily from that same NeoNET project that Ares’ Slam Dancer also co-opted. While NeoNET implodes, I guess they’re also hemorrhaging data regarding their secret projects.
- Rigger X
- Or someone’s selling them to make some ‘yen while they still can.
- Pistons

EVO-YAMATETSU MAGNETIC WAVE GENERATOR/REPULSOR							
ACC	DV	AP	MODE	RC	AMMO	COST	AVAIL
4	Special*	–	SS	–	Special**	N/A	N/A

Notes: Heavy Weapons (MagWaG/R) skill is needed to operate.

*Damage: All objects weighing less than ninety-one kilograms within one kilometer are automatically repelled back by the wave for a distance of twenty meters per net hit on the operator. Objects and persons may make a one-half Body check against the wave or be pushed back or have their course altered as previously mentioned.

**Charges: Device can remain active for no more than five minutes before risking catastrophic failure, causing DV 30P(e) to anything in the blast radius (–1/10m).

ADVANCEMENTS IN AFRICA

POSTED BY: CARCH

Though satellites have given us a view of every square centimeter of the planet, metahuman feet have not walked all of it, and there are many places where the view only gives us the treetops. Evo managed to find one of those places and has rapidly built themselves an R&D city. I, and some equally skilled associates, got in and did some nosing around so that we could bring the shadows a view of their future opposition or opportunities with Evo. I’ve taken the various tech we discovered, given each an abridged write-up from the data we gathered, offered a paid link to the real technical stuff, and then locked off a little comment section so we don’t cross wires between the various pieces. Have fun!

- Paid link? Really? We’re advertising for this dreksack con artist’s phony info? Can I do this? I’ve got tons of info on a facility on the dark side of the moon that’s making leaps and bounds in teleportation research.
- Clockwork
- We wouldn’t allow the link if the data didn’t pass muster. We’ve got access, and the tech specs are solid. Maybe look at the info before you shoot off your mouth.
- Bull
- Though be warned. A lot of this stuff sounds like it belongs in a Horizon sci-fi trid, not on the streets of your local sprawl. A lot of the tech coming out of this place deals with affecting gravity, definitely a concept not well developed to date.
- Glitch



GRAVITY DRIVE

This system is designed for use on a variety of classes of vehicles. Reports indicate it was initially designed for large ships, like, say, a starship, but this tech, and tons of their other tech, has gotten smaller and smaller. Evo apparently has operational models all across that size spectrum, each with their own individual collection of problems that need solving. The models don't have cool names by themselves, but Evo's project names will work to make this more interesting to read.

STAR FERRY

This is where it all started. These are the specs for the actual ship the Monads are prepping/have prepped (looks like the latter from the reports, but it's possible they're conning all of us) for their trip out of our hair. This thing is huge, but it's definitely not designed for huge numbers of conscious passengers. The drive system is solely space-based, with insufficient power supplies to work while inside a gravity field greater than 0.5 Earth Standard. Internal specs weren't entirely in this file we got. Those focused primarily on the grav drive, along with lists of consumption requirements for the major systems on the ship, including stasis support, life support, deflection systems, weapons array, and long-range scanning. I'm sure there are more systems on the ship, but they only listed power requirements for these. If I read the basic design plan correctly, the ship is a series of somewhat modular cubes and spheres.

- Nice. I've always wanted the specs to build my own spaceship. All joking aside, seeing the progress that has actually been made on this project makes me wonder why the Monads are still around. Anyone got an update on their master plan?
- /dev/grrl
- Somewhat bothered by the efforts of the megas, though claims at initial launch are circulating. They've decided all these Als uploaded into biological supercomputers are nice to have around. And by that, I mean use and abuse until they're no longer needed or look like their getting long in the tooth.
- Plan 9
- The infection rates have dropped significantly in the past year. I'm not sure if it's an intentional effect, but according to sources I'm investigating it's a mixed bag. Sounds like it takes extra effort to produce the nanite quantities needed

for passing it on, and most of the current Monads are busy using all the little bugs they have left to stay out of trouble.

- Butch
- This isn't just big for the Monads. This kind of tech could open up our solar system as a vast wealth of resources. These ships could easily be re-outfitted to act as cargo haulers and mining ships. They'd be far more efficient than anything anyone else has up there right now. If Evo can get this tech rolling, expect them to hit a nice growth period. They'll also be targeted at just as high of a rate, but with this kind of tech edge, they can probably hold off all comers for a while.
- Turbo Bunny
- Until the Corp Court issues the Omega order on them for getting too far ahead of the crowd. Then it's the other nine coming after them and they will fall, losing sole access to all the proprietary tech along the way.
- Orbital DK

STAR FERRY

No stats for this beast. It's not intended to be flown but to act as a possible setting for a very strange *Shadowrun* game. A few options to plant a game here include a group of Monads, or recovered Monads, who awaken on board the ship and need to figure out where they are and what is going on. Maybe something's wrong with the ship, or maybe they just need to escape its automated security systems. The players could also be a team of runners who are all kidnapped to be used as Monad hosts at their destination but awake from failed stasis pods early in the process, possibly before departure, or shortly after—or years later, and you've got your own new setting.

BORDER JOCKEY

This is designed to move resources from the Star Ferry to the surface. This model is the size of a luxury yacht. It doesn't have the comfortable accommodations of its comparison craft, but that's not its purpose. It uses a thick triangle design, similar to some modern zeppelins. The design is three-quarters cargo hold, with the remaining quarter containing the drive systems, communications, navigation, control room, and a twenty-person passenger cabin. More passengers can be loaded into special storage crates that load into the cargo area for migrations, according to the schematics. Testing for the craft has been





mainly performed on Mars due to the vulnerability of the craft to attack on Earth and the risk of losing a prototype to another corp to be reverse engineered, not to mention the reduced gravity for test runs. Some of the additional documents mentioned plans to build one for testing here, but no date was proposed for that phase of the project.

BORDER JOCKEY

HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS
5	8	3	16	12	4	4	20/100

- Seems a decent replacement for a space elevator if they get them running. Looks like SK has some competition in the space-supply-transport business.
- Beaker
- Not to mention the space-supply-import business. Those cars don't come back down empty all the time. SK's

mining operations are pretty extensive. They've pulled several additional asteroids into orbit to plunder, but with a handful of these vehicles, the limits of space-mining would be vastly expanded.

- Icarus
- It's also got potential to make orbital habitats and moon bases much more feasible because they can move on and off the planet without massive fuel/energy consumption. Even with the power requirements listed in the specs for these things, they don't even come close to the inefficient burn of the most modern systems currently in use for getting off planet. This would be a major advancement.
- Orbital DK

SKY WHALE

This one would be my bet for one of the first to see operation. The Sky Whale design is intended as a long-range cargo hauler. Testing is supposedly already underway with models disguised



as zeppelins and operating between Evo sites all over the world. Valuable cargo isn't being added to the manifests in order to minimize exposure, but security on the vessels is heavy for a craft that's usually hauling random doodads or fake poo. Easiest way to tell the difference is the hum. The gravity systems create a constant hum, a side effect of their interaction with local gravity fields. It's not a subtle noise, so current transport routes tend to travel over a lot of uninhabited terrain.

SKY WHALE

HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS
4	4	3	14	14	6	6	4

- I've seen these things moving across Africa from Tanga toward the interior of the Congo Tribals Lands. It had the hum and everything. I'm looking for a sponsor to put a job together tracking it down. Anybody got a line on a Johnson who might be able to handle this kind of high-end job?
- Heat
- Tanga? Too close to Kilimanjaro. They wouldn't be running them that close to the mass driver. Too big a risk of someone spotting it. There's a lot of other zep traffic in that area, probably one of those with a crap prop system making a hum.
- Kane
- Remember the days when these arguments led to accusations of being a corp spy or someone trying to upload disinformation? Man, those were the days.
- Slamm-0!
- You never know with Evo. And Africa is a big place. It's two hundred clicks to Kilimanjaro from Tanga. How about I add a little intel to the pot and point out at least four major Evo purchases that can be traced back to Evo in Tanga, including a former mine to the southwest and a big chunk of warehouse and docks along the coast? The docks are decrepit—they bought some of the old parts from the period before Maersk did a remodel to supply the driver while Mombasa was having its issues.
- Cosmo

JETBLACK

This one is getting a lot of love and support from YNT because it has the most military potential. The designs range from jumbo-jet size down to jet-fighter size. Several of the prototypes included fake wings on the fuselage to mask their

appearance. The wings were scrapped for later, more rigorous testing because they kept getting ripped off during heavy maneuvering. The larger designs are intended to replace jet liners and suborbitals over the next several decades, while the smaller models could usher in the next evolution of air-to-air combat. Biggest problem they've had with these models is testing. Standard meta-human pilots can't take full advantage of the abilities this craft has, meaning Evo has had to do mods on current test pilots, requiring recovery time, or bring already-modded pilots back from Mars, requiring travel time. They've been developing drone operating systems, but everyone knows they don't have the abstract planning and reactions that make a metahuman pilot the true master of air-to-air combat.

- Guess they need to get up to speed on the brain-in-a-jar tech.
- The Smiling Bandit
- Between Evo's transhumanist bent and development of this project, they really could pull ahead of the other corps in terms of military power. No one is going to match Ares' numbers and quantity, but a fighter like this is way beyond anything in anyone's arsenal. This thing, with the right pilot, and ... whew, better watch out.
- Turbo Bunny
- That's another target for espionage. We already know they'll go after the craft tech, but the biotech behind their pilots will be a close second. These things don't get their real edge until you get a pilot that ignores the Gs this thing can pull.
- Rigger X

JETBLACK FIGHTER

HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS
10	14	12	16	16	6	8	2

JETBLACK LINER

HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS
5	8	8	30	14	6	6	4/520

SPRAWL WANDERER

Though the Sky Whale program may get public use first, the Sprawl Wanderer will eventually be the most abundant, except for maybe the Crotch Rocker (ghost, I hate that name). This one is a grav-drive flying transport. Specs range from small two-seater up to eight passenger designs, with



a focus on personal transport over cargo hauling. Based on notes in the files, these are intended as the next generation of personal transportation in a three-dimensional world, leaving the ground to transport cargo while people glide between locations in style. It sounds flowery, but it's the obviously the furthest along in development, based on what we saw at their African research facility. A variety of test models glide between buildings along predetermined lanes in the complex. They're like an elevator but horizontal—a horizontalor. That name's never going to catch on, but just in case, I said it first. The corp's plan is for everyone to have one and glide between places like they do in their current automobiles, though we all know the reality of vehicle ownership. Infrastructure is the biggest current concern. They have something in the works that I'll toss a little on later, but it has to be proposed, accepted by all the other corps (which means they need to steal these designs and make their own), and put in place before these flying cars are going to be doing anything other than buzzing around Africa.

- That's exactly what will happen. Evo will expand the tech around Africa, probably with a few little agreements with smaller corps with African interests, like Erika and Universal Omnitech, and then the rest of the world will suddenly see Africa as the continent with the flying cars, and suddenly they'll need to catch up.
- Cosmo
- I don't see the difference between this tech and small rotorcraft. That didn't pick up, either.
- /dev/grll
- The safety tech they need to develop for this isn't up to speed yet. The mass of the grav systems, plus the fact that reversing them increases the pull of gravity and therefore the speed at which things plummet and therefore the force they hit the ground with, means they need more personal safety systems as well as safeguards from hacking and intentional misuse.
- Glitch
- De la Mar can make that her next crusade. Speaking of, anyone got a line on a good fake SIN provider? Mine are drying up with her new protocols.
- Hard Exit

SPRAWL WANDERER

HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS
6	4	3	14	8	4	4	2-8

CROTCH ROCKER

Said it once, I'll say it again: I hate this name, especially out of Evo, since they make all sorts of other weird products. I'm no prude, but this just makes me a little uncomfortable. The name is a play on crotch rocket, a reference to racing bikes, and so you can tell what they've got going on under this moniker. Personal transports—single seaters with the potential for a clingy passenger—of a wide variety of shapes and designs emulating many of the current models in look, though not in function. They're all grav-drive flyers. Success here seems to be a bit mercurial. The craft are having a hard time integrating the bulk for their power source along with a person (or two). To make matters worse, the grav-drive systems don't blend well with modern gyro-balance systems making the craft (I so want to call them bikes, but they aren't "bi" anything) unstable while stationary, and with no dirt to put your feet down on and balance, there's a problem. They have a model that folds out two grav-pads to increase stability when stopped, but that's just more grav systems to power on a model that's already having trouble with its current load capacity.

CROTCH ROCKER

HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS
6*	4*	2*	6	12	2	4	1/2

*The Speed and Accel are typically controlled by a governor system. When disengaged, these Attributes are 8 and 6 respectively.

- I want one. This is the kind of tech advancement the shadows need to get their hands on. Three-dimensional escape routes, individual upper-floor access, cross country with no need for roads and not blasting along in a t-bird. All I see is potential.
- Turbo Bunny
- Which is why we'll be the last to have it. This stuff will hit militaries, then corpsec, then the private sector. We might gain some access at the corpsec level, but I can't imagine the size of the bullseye we'd get tagged with.
- Stone
- Don't be so sure. Other than inmates, who aren't likely to be trusted to test this stuff out, runners are the next level of deniable test dummies for the stuff the corps don't want to risk their own personnel on. Not saying they value their personnel, just that training takes time, and if you think it's going to take a few dozen crashes before you



can work all the basic bugs out, might as well crash some shadowrunner who picked up his training ghost knows where and will ride this thing for kicks. I wouldn't be surprised if some have already had the pleasure of taking a trip to Africa and getting to play with some fun new toys in the jungles of the Congo.

- Turbo Bunny

HUMMINGBIRD

I'll still bet on the Sky Whale, but these models might be a close second to market. There are several models, varying from small- to large-drone size, that have the same power limitations as the Crotch Rocker but don't need to haul any extra mass. At least not until they need to be outfitted with arms or sensors to serve an actual purpose other than just floating around. To work out these kinks and test ways to possibly make improvements for the other small craft, these things are all over their African facility, along with numerous reports from testing on Mars.

HUMMINGBIRD (SMALL)							
HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS
5	3	2	4	2	3	3	—

HUMMINGBIRD (MEDIUM)							
HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS
4	4	4	7	6	3	3	—

HUMMINGBIRD (LARGE)							
HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS	SEATS
4	5	3	10	8	3	3	—

- Now this is where I don't see the difference in current tech versus what these things can do. We have plenty of flyers of all sizes, and the systems they use work just fine. What benefit do these grav-drones offer?
- Sounder
- Operation in space, for one. The specs point out that the system functions as a drive not just within a planetary gravitational field, but also outside that field. Other than some small rocket models that SK, Evo, and Ares use for their space operations, there aren't a lot of drones capable of space flight. If I've read the specs correctly, every one of these things would be just as maneuverable in zero-G as they are on Earth; in fact, they might be more so without the additional gravity of Earth to contend with.
- Orbital DK

- That also means they can move between the two. The same drone that is operating dirtside can move on up or get moved on up without any issue. Versatility goes a long way.
- Icarus
- Payload. They're currently limited, but that won't last long. Once they settle the power consumption issues, these things generate a field that makes a one hundred-kilo cannon move around like a one-kilo pistol.
- Beaker
- Ceiling. The vertical ceiling on most drones is limited by their drive system, mass, and the density of the air around them. Lift has to be generated in some way. This system removes the concept of lift and therefore expands the ceiling of flight for the drones, and all these other craft, right out into space. Systems in the drone will have to be designed for the other rigors of space, but it's more of a theoretical talk right here, not looking at some specific model. And as for other craft, well, they'd need some way to protect the squishy beings inside them from vacuum, cold, radiation, and a long list of other space unpleasanties.
- Turbo Bunny
- Anyone wondering if all of this is really Evo and their Monad minions developing tech, or have they found something on Mars? Maybe this is all just reverse engineering some alien tech. I still have pics from the Big D's will of some crazy stuff on Mars.
- Grinder
- And that wasn't Plan 9. Or 10. What is this VPN coming to?
- Slamm-0!

SKYGUIDE

With plans for a global launch of the Sprawl Wanderer in the '80s, Evo had to develop a system to manage all this new air traffic. For that, they're developing SkyGuide. Like GridGuide, and compatible to a certain degree (can you say espionage?), this system controls the guidance system of these low-flying craft through what they call SkyLanes. The system is currently being developed at their African facility, and boardroom gossip has a plan for developing for a system in several sprawls across Africa. The system apparently uses stacked rather than lateral lanes, approximately five meters apart, and it has no component for large cargo craft. That could change, but even a small grav-drive vehicle can haul a lot of mass, though volume is a limitation.



- Another system to frag with! Yay!
- Slamm-0!
- While all that grav-drive stuff is all the rage for you guys thinking about paydata targets, this is a much better idea. Not every corp has the resources to develop these grav systems, but they all have enough codemonkeys to handle a system like this, and competing for contracts in this arena will be far more lucrative around the world than who can build and sell the most flying cars. GridGuide started as a single corp, and now just about every corp has a GridGuide-compatible system they put in place under the GridGuide moniker.
- Icarus
- I was wondering why anyone had included this in this data drop until you put that up there Icarus. This isn't something we can drive or shoot, but it's definitely something we can steal and sell to make some serious cash.
- Stone



ANTI-GRAVITY/ GRAVJACK GRENADE

Tough to fight when you can't keep your footing or when you suddenly feel like you weigh 500 kilos, and you're not a troll linebacker. This unassuming little piece of weapon-tech creates a field of altered gravity. Those caught in the effect find themselves suddenly weightless or fighting against their abuptly crippling mass. The basics

of the tech involve a dispersion of microparticles into the air followed by an energy discharge from the core device. Each device works in both directions. The user selects which energy pulse will be released when activated. The two biggest problems with these are materials and device timing. The material used in the microparticles isn't easy to produce as it's a combination of rare-earth metals that are finicky when interacting together. As for functional issues, the microparticles need time for dispersion but can't get too far or the pulse won't jump properly. Too little dispersion and the effects are too extreme for Evo's design purposes.

A-G/GRAVJACK GRENADE

DAM	AP	BLAST
—	—	4m-10m

- I've seen one of these things in action. I had no idea what I was seeing, though. I thought it was some kind of mass levitate spell. Our slinger said there was no magic around, but I thought maybe it was hidden. I don't know mojo. We were hitting a convoy running between Seattle and Denver. We hadn't backtracked the owners thoroughly beforehand, because we didn't have time. The defense team started coming at us and all of a sudden we were wheels up, in a black Universe that was definitely not designed for flight. The truck tumbled, and we were done with our pursuit. I should have known something was up when a few minutes later—while we were licking our wounds and working on a ride, a cleanup team showed up to secure the area. We got KO'd so they could lock down the site.
- Grinder
- Field-testing is a frequent opportunity for runners to get a glimpse at the future, but it's also a chance for them to get screwed by Mr. Johnson—or more accurately, the mega behind them. The things we field-test usually carry failsafes and anti-tampers in order to prevent them from being sold off, and they also help corps clean up a mess in case their property winds up in the wrong hands. These devices are especially dangerous, because a slight tweak to the settings could leave a bunch of evidence smashed into oblivion.
- Beaker
- I'm interested in the broad area effects of these devices. When they detonate, what happens to random objects or objects in motion? I want to see the field-research data on this stuff.
- Plan 9



A-G/GRAVJACK GRENADE RULES

The A-G/GravJack is thrown like any other grenade but requires one additional Simple Action (Free if the wireless is activated) to prep the settings. There are four settings to adjust: Detonation (Impact, Timed, or Wireless), Duration (1 to 4 Combat Turns), Gravity Effect (Anti or Increased), and Blast Radius (Between 4 meters and 10 meters; dome shaped). Once set, the grenade is thrown using a standard Throwing Weapons attack and detonates based on its settings.

Anti-Gravity: Immediate Agility (8) Test; Physical Test Dice Pool Modifier of 8 – hits; Disorientation (Duration + 2 Combat Rounds); leaving the field requires an Agility (8 + Meters to edge) Extended Test.

Heavy Gravity: Immediate Strength (8) test; Physical Test Dice

Pool Modifier of 8 – hits; Knocked prone (Duration; Lift/Carry (6) Test to stand); leaving the field requires a Strength (8 + meters to edge) Extended Test.

Vehicles: A vehicle targeted by either must resist the damage of a Crash immediately. The driver must also make an appropriate Piloting (6) test or lose control of the vehicle.

Glitch and Critical Glitch Effects: A glitch means the particle dispersion occurred before throwing it, and the user is affected by the desired effect. A critical glitch results in an overly dense field hitting the area of effect with crushing levels of gravity. Using half the blast radius setting, everyone in the adjusted blast radius must resist 18P damage at –8AP.

- If I snag some data, I'll pop it up here. This looks like a fun toy to play with if we can get our hands on one. I'll drop everyone a PM if I manage to get something.
- Mika

GRAVITY SHIELDING/ARMOR

If you can manipulate gravity, you can manipulate a pretty serious force for good or ill. This system was originally designed as a deflection system for their Star Ferry program. Its initial purpose was to keep objects from hitting the ship while it flew through space at ridiculous speeds. Evo couldn't just let it stop there, though. They've worked to miniaturize everything they've designed in an effort to apply it to personal tech, both for use with those on their exodus ship and as a product for consumer consumption. This tech is a prime example of what allying with the Monads has done for Evo.

The system is designed to supplement standard armor with a narrow field of repellent energy that slows down any incoming object. It's ineffective against any form of energy weapon, but standard ballistic ammo and all sorts of melee weapons face a decrease in their overall efficiency. Like many of the other systems discussed here, power is an issue. On a starship, it's easy to provide the power, even on the massive scale it's needed for there. But even at the small scale that's needed for a coat, there's a lot of energy. The current solution is a manual activation system that allows the

wearer to turn the effect on and off. An automated system, connected to a sensor that detects incoming threats, is in the works but has proven fallible in testing.

GRAVITY SHIELDING/ARMOR

ARMOR	ARMOR RATING
GravArmor	+ Variable

Features: Power Cell (20)

Wireless: The Armor Rating can be changed with a Free Action via DNI.

The Armor Rating of the device is determined by the amount of power in use. For every Combat Turn the system is active, it uses 1 point of power per each additional point of Armor Rating. The system can recharge at a rate of 1 point of power every ten minutes.

- I'm going to work for Evo. That's it.
- Slamm-0!
- These are in field-testing. I'm positive! There's a crew in Lagos decked out in long black coats that have been rumored to be bulletproof. They're building a bit of legend around them that pulled my attention their way. I dug into what kinds of things they're doing, other than just being bulletproof, and found they're connected to a lot of ops that would be beneficial to Evo's bottom line.
- Hard Exit
- I've heard of the guys you're talking about. I was in Lagos a few days ago and the streets were buzzing with story of one of them going down. Local footage showed the



gunfight that took him down. It wasn't a bullet, but an incident with the coat. It collapsed inward and crushed the guy wearing it.

- Kane
- These systems could, and should, and probably are, being tested on vehicles of all sorts as a safety feature. Not that corps are going to bother with that. Gotta figure out a military use first.
- Orbital DK

PERSONAL GRAVITY DEVICES

These are similar in function to the grenades they designed but are intended to function on a slightly smaller and more personal scale. The design has two primary functional settings: Lighten and Lockdown. The device emits a narrow field that alters local gravitational effects. Its primary design purpose was to help exploration of distant worlds, adjusting the local gravity to match that needed for metahuman comfort. Within the base gravity of Earth, it has some other alternate areas of potential effect. On the Lighten setting, it reduces the local effects of gravity, allowing faster climbing, faster movement, and further jumping. Switched to Lockdown, it increases local gravity, anchoring its user in place, or as currently planned by Evo, locking them in a single spot, because again, like the A-G/GravJack grenade, the device has multiple settings to vary the strength of the field.

PGD POWER USE

The PGD uses one point of power per level of use per Combat Turn on the Lighten settings, and one point per level per minute on the Lockdown setting. The basic power cell for the device has 10 points of power and takes 10 minutes per point to recharge.

Lighten: Each level in use provides a virtual increase to the user's Strength and Agility for determining their rate of movement, as well as their dice pool for Running tests, Climbing tests, and Jumping tests.

Lockdown: Each level in use provides a virtual decrease to the user's Strength and Agility for determining their rate of movement. An Agility or Strength of 0 means they are immobilized and incapable of moving.

- Oh yeah! These are going to create the next amazing sport. Imagine running up walls! Leaping over other players! Sprinting at cheetah speeds! Someone want to join me in hacking Evo and planting a proposal for a new sports league with these?
- Slamm-0!
- I know plenty of people who can already run up walls.
- Mika
- Don't we need some rules for the game first?
- Turbo Bunny
- Nah. Corps will figure that out later. We need support and some idea men pushing it. Maybe drop it on Horizon, get them to go after the data from Evo.
- Slamm-0!
- I wonder how large the field is. Is it possible to carry another person? Does that cause issues? Man, all this prototype tech leaves me with a ton of questions.
- Beaker

MAG ROUNDS

I found the specs on these, but unless they do some serious construction design changes or build locations specifically for use with these rounds, I don't see a big reason to use them. In general, these bullets are made with a specialized magnetic alloy that reacts with the construction material used on the craft the Monads are building. Their magnetic properties interact with the properties of the hull material to stop the bullet with minimal damage. They even leave the slug intact, making them reusable. The goal is to avoid hull breaches while still being able to defend the ship with deadly ranged weapons. Basic ballistic analysis indicates the rounds have similar flight properties to their standard ball ammunition counterparts, but the additional mass of the material they're constructed from gives them a slightly harder impact, so their ability to be stopped by a specific construction material is not the only thing that makes them special, though the cost based on material availability will likely be prohibitive once they hit the market.

MAG ROUNDS

DV	AP
+2	+2

Note: These rounds ignore all bonuses provided by Grav Armor and cancel Personal Grav Devices and grav fields for grav drive vehicles.



- Reading through the data makes me think our illustrious author may be wrong. It looks like these things have a second benefit. The magnetic properties of the material they're made of completely negates the effects of a grav-field. All that flight tech and armor they're talking about above is useless against these things. A couple well-placed shots on a grav vehicle, and down it goes as its grav-field fails.
- Orbital DK
- Seems about right. Develop the two techs in conjunction. What I found most interesting were the counter tactics. The data showed the rounds began to slow significantly when still thirty centimeters from the walls. Fighting with your back against the wall might help reduce the round's effectiveness.
- Icarus
- Cuts mobility, though. You're forced to move along the walls. And with only thirty centimeters, you've got to stay flat.
- Stone
- That, and there are plenty of areas on a ship like this that are built out from the hull to make them look less utilitarian. A hole in some molded plastic isn't their concern, and the hull may be ten or twenty centimeters, or even more, behind that. If for some reason you find yourself in a place with these bullets flying at you and you're on a spaceship near the outer hull, go ahead and give that move a try, then report back to the rest of us.
- Hard Exit
- Having some level of unique magnetic properties might allow for some other differing effects once more research is done. A magnetic field and some level of rotational control might even allow for the mythical curving bullet.
- The Smiling Bandit

PUNCHER GUNS



Imagine the unholy offspring of the amazing Thunderstruck after a wild night of cavorting with a Vindicator that loves hot loads. That's a Puncher Mini, named not for its size but for the fact

that it's a minigun, the classic multi-barreled ultra-high firing rate beast that can blow off more rounds in a second than most modern ARs have in a drum mag. It's not the only style of Puncher, but it's definitely the wildest. The weapons were designed by YNT and Roskosmos, along with some assistance (read: Monads), and they were intended as a space weapon capable of creating a breach in the hull of an opposing vessel. As with all things they've worked on lately, they worked to miniaturize and personalize in order to add to their potential profit.

The basic principle behind these next-gen firearms is a multiple-energy-source projectile. The Punchers use a chemical load for initial acceleration but are then passed through a magnetic chamber that creates the speed for these ultra-high-velocity projectiles. They feature remarkable penetration, but due to the extreme velocities have a tendency to over-penetrate targets, risking unwanted collateral damage. Weapons of this nature have been around for quite a while, but handheld versions have been an arms fantasy.

But that fantasy is soon to be a reality. Functional versions are being tested by YNT. They aren't pretty to look at right now, but they get the job done. Each one currently requires three specialized elements to fire. The rounds are made from a proprietary alloy (element number one), and each weapon has its own specialized energy and propellant cells (elements two and three). The energy cells provide power for the electromagnetic accelerator system, which is currently quite the power hog, while the propellant cell is filled with another proprietary mixture. The biggest limitation on getting these smaller is the energy cell. The biggest limitation in making these affordable and mass-producing them is the ammunition. The material it's made of isn't easy to produce.

With the exception of when they are being tested, the four primary components of these arms—gun, energy cell, propellant cell, and ammunition—are rarely in the same place. In order to minimize the threat of a single act of corporate espionage acquiring data and samples of all four parts, their research and production facilities are kept distant and top secret. From what I understand of the field-test models, every one is fitted with a self-destruct mechanism linked to a series of data points. If any of those points fails, a small charge inside the propellant cell detonates, creating quite the explosion.



PUNCHER PISTOL					
ACC	DV	AP	MODE	RC	AMMO
5	5P	-15	SS	—	4
Note: Range (0-5, 5-10, 10-25, 25-500), Concealability 0					

PUNCHER RIFLE					
ACC	DV	AP	MODE	RC	AMMO
7	7P	-18	SS	1	8
Note: Range (0-5, 5-25, 25-50, 50-1000*)					

PUNCHER LONG RIFLE					
ACC	DV	AP	MODE	RC	AMMO
8	9P	-18	SS	1	6
Note: Range (0-5, 5-25, 25-50, 50-5000*)					

PUNCHER MINI					
ACC	DV	AP	MODE	RC	AMMO
4	8P	-15	BF/FA	2	100
Note: Range (0-5, 5-10, 10-25, 25-500) Any range beyond 500 meters requires Vision Magnification. Note: Overpenetration rules are simple. If the gamemaster wants to make life messier or more problematic by the bullets traveling through their target and into something, someone, someplace, etc. behind them, go for it. It's your story, make it interesting.					

- With the right set of skills behind this kind of weapon, the concept of one shot, one kill might get outdone.
- Stone
- Anyone really wish that Evo would stop playing with their new friends and just let them get the hell out of Dodge? I'm sure this isn't the only drek they've helped them develop, and the longer they're here developing this kind of tech, the more likely they are to just up and decide they want to use it and stick around.
- Bull
- With specialized alloys and chemical propellants, these things aren't practical for any kind of extended warfare. Supplies of this nature would be too easy to target, and all it takes is cutting off one of the components and their forces are left with strange-looking clubs.
- Picador
- That's if they need extended warfare. The Monads easily hid among us for years. The only reason the public got wind was because they announced themselves. They could still be infiltrated into every major corp, government, and military in the world, just waiting for that moment.
- Grinder

- Again, who brought in the new Plan 9?
- Slamm-0!
- Not all of them. Monads don't do well with Infected. Asamando should be safe.
- Red
- Using the phrase "Asamando should be safe" pretty much guarantees we're all completely fragged if this occurs.
- Bull

NERVE GUNS



These puppies are like a question hidden in a mystery, wrapped in an enigma, and covered in delicious deviousness. I couldn't make heads or tails of the tech they're using to make these work. Seems someone with an understanding of both advanced engineering and biology will have to come forward and explain what causes the "disruption of bioresonant connectivity resulting in localized nerve signal degradation or cessation" from the reports. I get that it limits nerve signals, but how, I got no clue. The weapon is designed to induce localized paralysis in a target. Despite what most people would think, localized paralysis isn't exactly a death sentence, and in a lot of cases it's not even going to slow someone down. The reports that came with this file indicated virtually zero effect when these weapons were used with basic shooting principles. Hits on center mass cause some minor muscle failure, and grazing hits to every other appendage showed much the same. Where these weapons are best utilized is the hands of a precision shooter, targeting specific locations. Opponents are rendered unable to handle their firearms or weapons properly when hit in the hand. A precise shot at two different areas of the spine result in lower-extremity paralysis and full-body paralysis, respectively. A targeted heart shot can cause the target's heart to temporarily stop beating, but the depth of the target makes the shot exceptionally difficult. Hits to the eyes and



ears cause blindness and deafness. Targeted areas of the brain can interrupt motor function, speech, rational thought, self-control, and a myriad of other conditions, most non-lethal. These weapons have a remarkable level of non-lethal effectiveness but require advanced training to utilize.

NERVE PISTOL					
ACC	DV	AP	MODE	RC	AMMO
6**	**	SA	—	5(c)	4
Note: Range (0-5, 5-10, 10-20, 20-50)					

NERVE RIFLE					
ACC	DV	AP	MODE	RC	AMMO
6	8**	**	SA	—	10(c)
Note: Range (0-10, 10-20, 20-50, 50-150)					

NERVE LONG RIFLE					
ACC	DV	AP	MODE	RC	AMMO
6	10**	**	SA	—	5(c)
Note: Range (0-10, 10-25, 25-75, 75-250)					

**The weapon has no damage or AP. Using this weapon requires the use of the Specific Target Called Shot rules from p. 112, *Run & Gun*. All hits automatically cause all non-damaging secondary effects. When DV is called for, use the figures provided. All Stunned and Nauseous effects have a threshold equal to the DV of the nerve weapon. All hits also paralyze a location. To determine the extent of paralysis, roll Body or Agility versus a threshold equal to the DV. Location is paralyzed for a period of (DV – hits) Combat Turns.

These weapons have no effect on cyberlimbs.

- Would this qualify for the payout in Dunkelzahn's will that talked about a non-lethal weapon?
- Grinder
- First off, around here we call him Big D. Secondly, I looked over the report and the various designs offer differing ranges but without a skilled shooter, none of them match the one-hundred-meter requirements for the non-lethal arms in Big D's will. They certainly do the trick with a skilled shooter, but in the hands of an average riot cop, they're not going to be much use.
- Hard Exit
- Evo is already soliciting these things to Ares and Lone Star for their penal operations. According to my source, they've already done live demonstrations and are just looking for initial order sizes before they start their production run. Expect to see them on the streets before too long.
- Stone

- I wonder if this is the same tech I heard about from a pal who had a scuffle with CrashCart. It wasn't a gun, though. They tossed a grenade, and after it popped, three of their guys dropped. After they recovered they described the sensation as being paralyzed, but not completely. There were still parts of their body they could feel, but enough intervening points had been hit that they just dropped. Maybe there's already a grenade version of this tech. And let me remind everyone that CrashCart is an Evo subsidiary.
- Sounder
- Seems feasible but risky. The system doesn't have a good range-inhibiting method. I guess they could make the pulses small enough and give them a wide spread, but that seems like it decreases the likelihood it would hit an important spot.
- Beaker
- Hypothesizing about hypothetical weapons. That's why I love this place.
- Slamm-0!

NAUSEA GUN

While the Monads have little issue with stealing a person's body, and thus their life, they seem to be developing a lot of non-lethal tech within Evo. This weapon's primary function is to induce vomiting and disorientation in its target. Similar to the nerve guns, it has limited use in the hands of an unskilled shooter. The rounds only have an effect when they impact the abdomen or the head, though they can hit anywhere in either region and are not impeded by most armors.

The nausea weapons utilize some of the grav technology to create a basketball-sized field of gravity cancellation around the round after impact. When it hits the head, the round causes the balance centers of the ear to fail, causing disorientation and dizziness, with the potential for nausea if the target is prone to motion-induced regurgitation. When a round hits the abdomen, the field affects the contents of the stomach. The false sensory input gathered by the stomach usually induces vomiting, but other effects such as stomach cramping and bowel ruptures have occurred in rare cases.

As you can see from the initial specs, the design for this was a single weapon about the size of a shotgun, but later reports indicate the rounds being modified and used in every category of firearms, as well as some design suggestions by



one of their more anachronistic researchers for an arrowhead. Differing rounds seem to allow for differing strengths to the field, though the field size listed only varies within normal standard radius ranges of 12.0 to 13.2 centimeters. The initial weapon design has the advantage of the strongest field strength, but it lacks the versatility and potential range of some of the rounds built from standard munitions.

NAUSEA GUN					
ACC	DV	AP	MODE	RC	AMMO
5	*	*	SA	—	10(m)
Note: Range (0-5, 5-10, 10-20, 20-50) *Resistance threshold is 10					

NAUSEA AMMO

This comes in varieties that fit Heavy Pistols, SMGs, Sport and Assault Rifles, and Shotguns. Each round type offers a different threshold for resisting the Nausea and Disorientation effects with Body + Willpower: Pistols and SMG (4), Rifles (6), Shotguns (8). The difference between the threshold and the hits acts as a negative dice pool modifier for the Disorientation effect. The threshold is the Power for determining Nausea. Using this weapon or ammo requires the use of the Specific Target Called Shot rules to target the Head (-6) or Gut (-6); see p. 112, *Run & Gun*.

The rounds aren't very stable in flight. Apply a -1 dice pool modifier for every 10 meters between the firer and the target.

These rounds are useless against anyone using other grav tech, including armor, personal devices, or being inside or next to an operating grav vehicle.

- I just want to state that not all Monads are happy that they took someone else's body.
- Plan 10
- I just want to point out that non-lethal tech leaves a living host to be overwritten by an AI's code. And Plan 10, feel free to send any of those not happy about being written over someone to me. I'll gladly help them get the frag out.
- Butch
- Can you do that, Butch?
- /dev/grrl
- PM me.
- Butch

- Another decent tech for non-lethal weaponry, limited by access to resources and requiring a highly skilled shooter. The same shooter could just kneecap someone to put them out of the fight. Sure, the risk for permanent damage is higher, but it's still non-lethal and doesn't require swapping mags.
- Hard Exit
- Anyone notice the serious ballistics issues in standard ammo? The accuracy takes a major nosedive at distances. I'd say shooter error, but it seems to be something more.
- Grinder
- The MetaErgonomics offices in St. Louis have supposedly been testing these. Their security force has been rumored to use them extensively. Plenty of other sites may be testing them as well, but this is the only one I've got confirmed reports from.
- Plan 9

PLASMA WEAPONS

This is some truly science-fiction, wave-of-the-future-type stuff. The concept of plasma weapons has been part of space stories for generations, and while I found abundant technical data, I didn't manage to see any signs that this tech is currently being tested here. From reports and the basic data, it looks like work is mainly occurring on Mars and in space. Seems plasma is easier to achieve in a vacuum, and Mars has a lot less risk of corporate espionage right now.

I'm not going to bother diving into the science—plenty of Matrix sites can explain that to you. I'm better off pointing out that the specs file is partially corrupted, and thus I can't be sure this project is real. I know there are tons of reports on testing, but all that could easily be faked in order to throw off spies. Evo has a significant advantage that they've been using extensively, but it doesn't really seem possible that the Monads could have jumped them this far ahead in this short of a time-span. It's definitely an area with major potential for several other megas, with Ares at the top of the list. Every one of them could benefit if they're the first to offer this next-generation weaponry.

PLASMA PISTOL					
ACC	DV	AP	MODE	RC	AMMO
6	10P	-15	SS	—	10(c)
Note: Range (0-5, 5-25, 10-20, 20-50)					



PLASMA RIFLE					
ACC	DV	AP	MODE	RC	AMMO
8	14P	-15	SS	—	6(c)
Note: Range (0-10, 10-40, 40-100, 100-500)					

- Worst part is that conventional armors offer no protection against a weapon like this. Any decrease in the energy of the weapon they may provide is made up for in the addition of boiling metals and burning composites adding to the injury.
- Butch
- With Ares on Charon and looking down on Mars, you know damn well they're foaming at the mouth to get hands on this. This is the kind of tech leap that puts a mega at the top, and Ares could go hard and just attack Evo's Mars base for this.
- Hard Exit
- Tactically it's not a bad move. They're far enough out that they can make an attack, and if they can start with a comms blackout, they can spin whatever tale they want to after the action's over.
- Picador
- Action like that, even on Mars, is going to get back to the CC, and Ares will get more than a slap on the wrist for it.
- Cosmo
- I don't promote the idea, but Ares can just crater Evo's base and leave nothing behind. Eventually evidence might show up pointing to them, but that means someone has to get out there to investigate. By the time anything points their way, they'll be back in the upper stratosphere of arms manufacturers and in control of the best arms tech around.
- DangerSensei
- They'd need to crater more than just the base. Evo had stations spread all over Mars, and they have even developed some metahumans capable of living on the surface with only minimal protection. Lots of potential witnesses and quite a few auxiliary comm channels to utilize.
- Plan 9

HEALING GOOP

Since Monads don't really care about nanites doing crazy things to them, they have no problem developing tech that uses them in massive quantities. The world lives in fear of the horrible "grey goo" superweapons that use nanites to turn everything in their path into a grey goo, but this tech is like the exact opposite. This thing is

like a giant nanoprinter but for a person, fixing all that broken stuff inside and out. Works fast too, according to the reports. Full body burns healed in two days, broken limbs in hours, cancer gone in minutes—it's all ridiculously fast. Magic might be faster, but this doesn't require special genes or years of training. Just toss 'em in the tank.

HEALING GOOP RULES

Healing goop offers a Stun Healing Test every minute and a Physical Healing Test every thirty minutes. The system provides a +10 dice pool modifier to these tests. In order to get the benefits of the system, the target must be completely submerged in the goop, requiring a Logic + Medicine [Mental] (8, 1 minute) Extended Test to set up.

- I'm sure it's not quite that easy, but I'm also sure it's exactly what it's cracked up to be.
- Butch
- And probably overwriting them in the process. No one would notice the change. They go in as Sammy the Samurai and come out as Mannie the Monad without the odd behavior and blackouts in between.
- Clockwork
- Conspiracy theories aside, this is some awesome tech. If this hits the markets, hospitals will go out of business. Especially if that cancer line is true. Curing everything that ails you in a single dip. There's got to be a catch.
- Slamm-0!
- I wonder if this is just an evolution of the rejuvenation treatments we've already had for years, just applied whole body. And as for hospitals, this kind of tech will be ridiculously expensive. All the poor people will still need to go in and see their doctors while the rich just get dropped into a tank of goo and come out as good as new.
- Beaker

A LOOK INSIDE THE MADNESS AT ARES

POSTED BY: TAYLOR

- Next little tidbit got dropped on us by a friend of Sticks. While he's MIA, Taylor here is doing a decent job of finding some interesting things to keep us all amused and, if we're smart, a little bit frightened.
- Glitch



AIMAD RULES

Using the AIMAD system to erase memories is easy: point and click. The target must be within one meter, and the light emitter on the device must be aimed at them and able to hit their eyes, which can be open or shut. The initial burst sets the target into a trance, while the rest of the light flashes do the job of resetting memories.

The device is preset before activation for how much it will do. Basic settings are external and consist of one minute, one hour, one day, or one week. Advanced settings can be found by accessing the device wirelessly, and times can be set for any one-minute increment between the minimum and maximum times.

In order to implant a memory, the user has one of two options: verbal or programmed. Verbal requires an Intuition + Performance [Mental] (Varies, 1 Combat Turn) Extended Test. The trance only lasts for thirty seconds, so there is a maximum of ten tests before the subject regains consciousness. Programmed requires an Intuition + Performance [Mental] (Varies, 1 Combat Turn) Extended Test done beforehand so they have time to prepare it, but activating the program requires a Logic + Computer [Mental] (2) Test.

To determine whether a target suspects their memories have been manipulated through their own mental evaluation, make an Intuition + Logic [Mental] (Varies) Test. Modifiers should be applied for evidence provided in support or against the implanted memories based on the strength of the evidence (gamemaster discretion).

The included table offers the threshold for both the implantation of memories and for the target becoming aware that something is amiss with their memories.

TIME LOSS	THRESHOLD	AWARENESS THRESHOLD
1 to 30 minutes	4	8
30 min to 1 hour	8	7
1 hour to 12 hours	12	6
12 hours to 24 hours	16	5
24 hours to 3 days	24	4
3 days to 7 days	40	3

ARTIFICIALLY INDUCED MEMORY ALTERATION DEVICE (AIMAD)

If you thought getting slipped a dose of laés was bad, just wait until they get this tech up to speed. This little beauty was snagged from an Ares system. It's like a technological version of laés, designed to not only erase memories but also allow their alteration. The tech supposedly does some weird thing with lights that basically induces a mini-seizure that puts the brain in a "reset" state where short stints of memory coding can be rewritten. If no input is given, the spots turn up blank. According to the briefing intended for the Ares board of directors, the device has several settings designed to alter a range of one minute to one week, though the narrative for filling a week is often too much and the subject becomes aware of gaps and flaws in the memory implantation process very quickly.

- So now we can rewrite memories with flashing lights. Fantastic. Any word about this actually being out on the street?
- Netcat

- Would we know if it was?
- Slamm-0!
- This is serious. If Ares can get this in the hands of their Johnsons, they could avoid ever paying a runner team again. Delete the job memory, or implant a failure. They could have all kinds of tricks to avoid paying their operators.
- Hard Exit
- Joking aside, I think we need to get the word out to anyone doing work around Ares to record the job or make sure you keep some assets out of the payoff meet.
- Bull
- I'm not saying don't be alarmed, but remember one of the lessons of CFD: Human brains are variable and not easy to overwrite in any standardized fashion. There's a reason this has not hit mass production and likely won't for a really long time—it does not work as consistently as the designers want it to.
- Butch

FAB-ULOUS ARMOR

You can thank Ares for this one as well, once they work out the kinks. In an effort to protect mundanes from magic users, Ares has done extensive testing with variations on the FAB strains—Awak-



ened bacteria—and designed one that inhibits mana in a localized area, effectively eating spells—or more accurately, the mana that was used to construct the spell. The system doesn't discriminate, so not only are harmful effects halted, but beneficial ones as well. The system is not intended to drain magic, like the strain used in Chicago, but evolutionary events have been known to occur within the system that lead to results like this. It happens when you have a creature that can create several new generations each hour. Evolution happens fast, and since these strains were all generated from the same ancestor, a little evolutionary reversion or variation isn't uncommon.

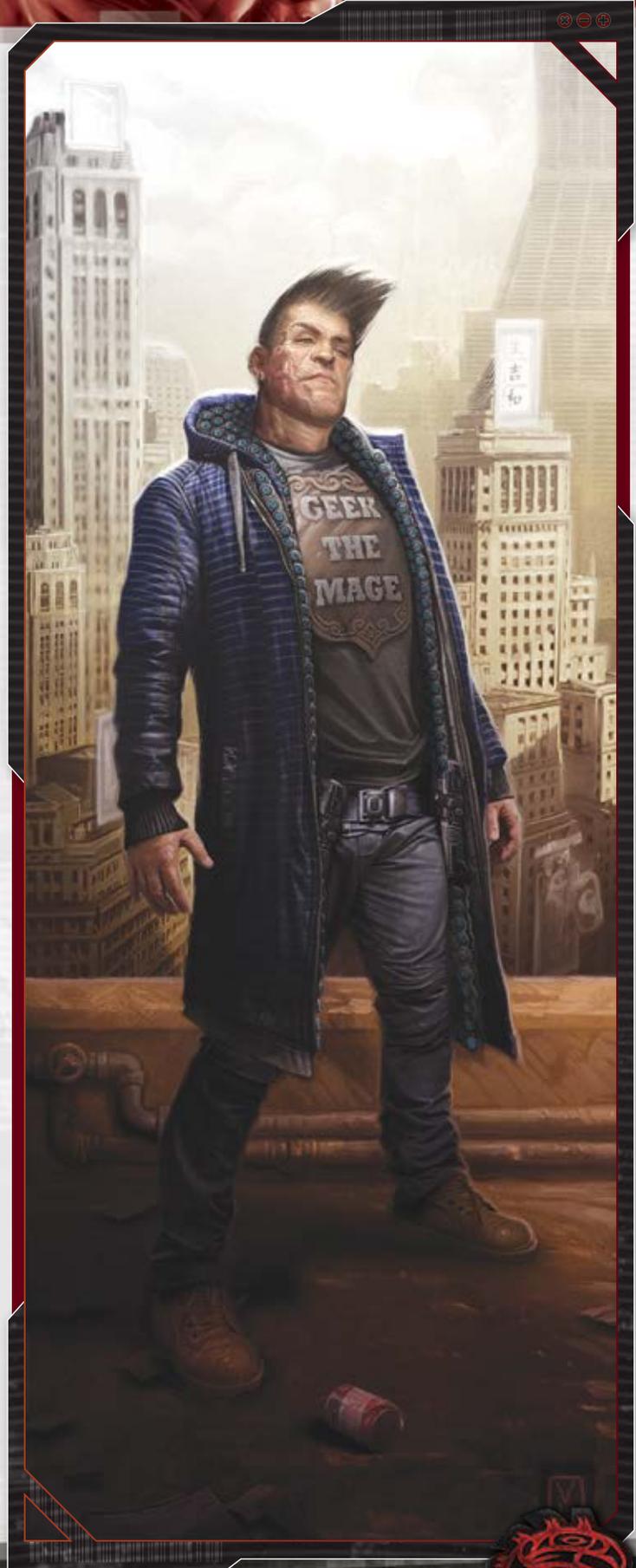
The prototype form for this armor was built from an Ares-model longcoat with a large hood added. The inside has a layer of thin, gel-filled patches, similar to their gel-pack system but smaller and not in any way worth a damn at stopping anything. Each pack is a nutrient solution that sustains the bacteria, and the outer layer of the coat is a low-functionality ruthenium that goes clear for short periods each day in order to let in sunlight for the mini-system inside the packs. As one could guess, there are tons of issues with maintaining a self-contained ecosystem within the packs even beyond controlling genetic mutation. Overpopulation kills off some areas, and too little light leads to insufficient food production. On top of that, temperature and weather can play havoc with the system.

FAB-ULOUS ARMOR

ARMOR RATING	AVAIL COST
8	14P

Note: The rating refers to the Rating of the FAB system, not the Armor Rating of the lined coat.

- The field reports on this tech show tons of problems when the gel sacs are breached. The FAB strain inside the coat can escape into the environment and eventually create an arcane dead zone. While this sounds like a great idea to some, once in place it's hard to remove and damages the local manasphere.
- Jimmy No
- No one who uses magic should or will ever wear one of these things willingly. Even without the zap tech add-on, it frags with magic so bad it's not worth it. As for other folks, this could be the stuff of dreams. Especially those with the irrational fear of magic out to get them everywhere they go.
- Ethernaut



FAB-ULOUS ARMOR RULES

FAB-ulous armor, when operating correctly, acts similar to a localized area of Counterspelling. The wearer gets a number of dice equal to the Rating of the armor to use to defend against all spells being cast at her or at her immediate vicinity. The dice pool is finite, as the FAB have only a limited capacity for absorbing the mana before they are overloaded. The dice pool refreshes at a rate of 1 point every ten minutes until back up to its maximum, which is the Rating of the armor.

FAB-ulous armor is a standalone system, as the ruthenium, specialized gel sacs, temperature-regulating threading, and other components cannot be integrated into any other existing armor. The ruthenium system is rudimentary and cannot be modified without damaging the gel sacs and thus negating the function of the armor.

When used as an anti-magic device and put on a target, the field functions against all uses of magic, including adept abilities, spirit powers and summoning, and alchemical concoctions. It can also be integrated with a system to zap the wearer if any use of magic is detected. This electrical discharge interferes with the FAB and causes an immediate reduction in the permanent effective Rating of the coat by 2.

The Shock variant costs another 500 nuyen. Damage is 12S(e), -5 AP.

As a secondary effect, reading the aura of a person wearing this armor is almost impossible. Impose a negative dice pool modifier equal to 2 x Rating to all Assensing tests against the wearer.

- Anti-magic tech is huge in some places. There's a growing portion of the population that's fearful of being taken over by a magocracy. Even though it's not at all realistic, it doesn't change the fact they will spend ridiculous sums of money to be protected from magic.
- Lyran
- Figure out a way to add a little Faraday shielding to this baby and you can stop all those pesky freaks. No mojo, no techno. This sounds like a great idea. I need to send a message over to Ares.
- Clockwork

WHO THE HELL THINKS OF THESE THINGS

POSTED BY: GIGABYT3

Welcome to the world of the weird and deadly. The powers that be asked me for some insight into works coming down the pipeline, specifically things designed to give a runner a real bad day. You can expect to find examples of all this drek somewhere in the R&D pipeline of every AAA-megacorp with an arms division and even more terrifying, being developed by AA- and A-rated megas like boxers trying to fight above their weight class. At some point, someone bigger is gonna come take their title! Oh, yeah, that's what runners are for! With no further ado, I give you a look into the crystal ball.

SMART BULLETS

Smartgun systems use advanced electronics to help a shooter overcome their lack of skill and training with tech-wizardry. You modify the gun and then hope no smarthoop hacker comes along and resets the last diagnostic run. Smart bullets, on the other hand, are a whole new ball game, with the advanced electronics miniaturized enough to fit in a conventionally fired round. Either the shooter, or a friend they've handed off the guidance laser to, puts the little laser dot on a specific spot and then pulls the trigger facing any direction that isn't leading directly to a solid surface. The bullet finds its way to the target every time. These aren't real useful indoors, and they don't steer around things well, but a few of these in a magazine and some warning shots in the air that suddenly come down on the enemies' heads ... yeah, that's what I'm talking about.

I always like to thank the Brits for the gyrojet. Those SAS goons really wanted a way to kill folks underwater (or from under the water), and they found it with the gyrojet. The gyrojet had its fair share of problems, including range issues, the need for custom arms, and some stability issues. The last was solved with a fold-out fin system, and that led to other great gyrojet developments. The other issues have yet to be resolved, but those fins ... ah, those fins. They gave some real bright boy an idea.

If it's got fins, we can steer it!



The gyrojet isn't common on the streets, but once the perfection of its latest targeting system is achieved (and we know they don't really need to be perfect ...*cough* Excalibur *cough*), street sams up and down the block are going to be lining up for the latest Ares model. This one's a triple threat. Option one: a laser like the smart bullet. This is okay, but you still need to point something at the target. Option two: GPS targeting. You know how GOD is always threatening to bullseye your decker with a Thor shot for being a Matrix pain in the hoop by using the GPS coordinates that all our electronics broadcast, all the time? Well, these bullets do the same. Type in a GPS location (down to the nanosecond), and the bullet finds its way there. It's capable of steering along major roadways. Option three: RFIDs. Whether placed on a target or used in conjunction with conventional ammunition to "mark" a target, the gyrojet finds the RFID signal and drills it!

Now, while I said the bullet can steer, it still can't stop to wait for doors and it will still get stopped, slowed, or damaged beyond functioning if it hits something solid before the skull of the target. They're still best for outdoor use, but I'm sure someone somewhere is working on that.

- Ares has a design that incorporates building plans and flies at slow enough speeds to turn tight corners before accelerating into the target. They've also tested models with miniaturized explosive warheads. Not just fragmentation rounds or a small incendiary, but a genuine warhead with a microcharge of mil-spec-grade boomjuice.
- Picador

MAKER MAGS AND MISSILES

Have you ever been in a firefight, pumping out gel rounds like a good little hoodler, when all of a sudden some goon pops out in some badass armor and you suddenly wish you'd loaded those APDS rounds? Maker Mags are coming, and they're going to change the way fights roll on the streets. No more swapping out mags for those specialty rounds, now you just send the Maker Mag a message and it changes up the ammo it's making. No muss, no fuss, and according to the projected specs, no wait. That's the biggest issue they're working out right now—well, that and the massive amount of fear people still have over anything with nanotech in it. The magazines

SMART BULLETS

Smart bullets allow a secondary individual to use a secondary guidance system to make the actual attack test. This can include firing an RFID round at a target, using a laser-guidance system, or using a Computer + Software (Data Processing) test to enter GPS coordinates. All of these attack tests are Complex Actions, while the shooter can fire a number of gyrojet rounds equal to their Agility as a Simple Action.

are standard size, though they hold about half the ammo, but the type of ammo can be determined only moments before firing. Currently, the reports I've seen have round production at about half a second. This speed is all good for most semi-autos not in the hands of a fragging wired-up street blazer, but it caps full-auto at 120 rounds per minute. That's still half the fire rate of those old crank-fired gatling guns you see in the western trids, and nowhere near the needed 600 to 900 rounds per minutes you'll need to be a worthy AR these days. Efforts to overcome the lacking production speed include bulking up the magazine, and that's the sort of thing no one but a troll wants. They're also considering limiting the rounds available in a Maker Mag, which was shown to double the production rate and increase magazine capacity by fifty percent; and finally increasing the number of nanites, which was shown to increase the rate of hand-shaking in testers who were aware of the reality of CFD, but also quadrupled the rate of production with only a fifty percent increase in nanite count.

Alongside Maker Mags, I discovered some ongoing work on Maker Missiles (and technically rockets as well, but most people can't explain the difference between the two anyway). The Maker Missile isn't built inside the tube by nanites before firing—too big and complex for that—but some genius at Ares figured they could load a missile with nanotech and optimize its payload in flight or while still part of the launch vehicle's payload. Target area suddenly crawling with armored vehicles? Tweak the tip payload for maximum punch through power. Civvies running everywhere? De-grade the structure to powderize and go straight concussive to deliver the KO instead of the KIA. The test reports put the most drastic changes at under ten seconds and most payload swaps under



MAKER MAGS AND MISSILES

Maker Mags are bought with a basic supply load and a specific set of rounds that can be produced. Once the maximum number of rounds has been used, the Maker Mag is empty and useless. They cannot be refilled yet. They are currently only available for weapons with the Semi-Automatic fire mode. Selecting the type of round requires a wireless AR (Simple Action) or DNI link (Free Action).

Standard Maker Mags have half the capacity of the regular weapon.

Extended Maker Mags have three-quarters the capacity of the regular weapon.

Maker Missiles can be changed via a wireless link before or after launch.

MAKER ARMS		
MODEL	AVAIL	COST
Standard Mag	18R	Base Ammo Capacity x 100¥
Extended Mag	18R	Base Ammo Capacity x 150¥
Maker Missile	24F	5,000¥
Maker Grenade	18F	500¥

three. The system is especially designed for those wicked multiple-tube rocket launchers that give folks nightmares when a dinky little Wasp rolls around a corner but has a pair of fat tubes under its little stub wings ready to give you a really bad day. They can load a set of Maker Missiles (now rockets, but you know, alliteration in advertising) into all the tubes and not have to worry about varying payload needs. They can switch them out prior to launch or even after launch if they have enough range to target. A single launch can also include a variety of different payloads all crashing down and ruining someone's party.

Their test reports also indicate that incomplete transitions can result in duds, split effects, increased effects, lessened effects, and unexpected effects. Best I saw was an attempt to swap an AV (Anti Vehicle) for a Concussion load that resulted in a ground-level blast wave that swept the feet out from under dummy targets for over one hundred meters in every direction. Comically little actual damage, just a giant knockdown rocket. Once they solve a few problems, expect these to hit the streets, literally.

- I'm sure they'll hit the streets before they solve all the problems. Runners are great for field testing.
- Stone
- I may have some experience working with these, and I have found that a skilled hacker can hit them in transit and make payload mod requests without too much trouble. It was pretty much the only gripe I had with these things during my encounter.
- Picador

MICROWAVE WEAPONS

I'm not exactly sure how any sane scientist went from thinking that something we use to reheat the bulk of our food could be used as a weapon system, but I like to imagine it involved a pet or something standing too close to a unit with a damaged shield and some shorted wiring rather than the scientist sticking said pet inside just to see what happens. That latter idea is probably the more likely, but I try to see the world through rose-colored glasses as often as possible, though that might just be a bloodstain on the lenses, but I should get to the point instead of entertaining you with witty banter.

Somewhere out there—okay, probably many somewheres—there are corps working with microwave technology to try to create a non-lethal solution for induced subject compliance. Fancy way of saying taking the fight out of the fighter. Judging by the materials I've gained access to—and there are lots of them—the corps are taking one of two routes, neither completely perfected yet, but both having great and entertaining “detrimental secondary effects,” in order to get to their goal of a weapon that neutralizes a subject without permanent harm or risk of critical injury. The two methods hit two very different ends of the spectrum, though microwaves fit in only a very small portion of the energy spectrum, namely pain and docility. Either they make a subject feel soooo much pain that they can't continue to function, or they make them all docile like a ganger on a triple dose of bliss.

Pain! Let's talk about this first because, as we all well know, this is the megacorps' preferred method of creating compliance in defiant subjects. They've got plenty of docility all over their workforce; why not get some good ol'fashioned pain for shits and giggles? Some might imagine that the microwave pain gun functions by actually using microwaves to cook the subject, but, last I checked, cooking someone seems



an awful lot like permanent harm, or at least a risk of critical injury (see last paragraph for effects that aren't desired). Instead, the MPG does some surface nerve excitement, creating a sensation similar to burning without causing real burns. And therein lies the problem. How do you make someone feel like they're burning without actually burning them? You don't! The weapon actually does heat up the skin, but just high enough and quick enough to cause the pain, not cause any damage beyond a localized patch of sunburn. At least, that's the plan. Resistance isn't futile in the case of the MPG—it just might get you shot again, with each shot increasing the odds of overlapping hit locations that eventually cause actual damage. On top of that, wide-array effects for use on crowds don't discriminate and have sizzled some subjects to the point of death. They've had enough success that several prototypes are out there, but mass marketing isn't quite on the table yet. Yet!

If microwaves create pain, how do they also create docility? I'm glad you asked. If we alter the frequency within a narrow wavelength window, the microwaves gain the ability to disrupt the firing of neurons. No firing neurons, no mental processes, and thus, docility! So, meet the Microwave Docility Generator (MDG). It's a pretty awesome system and will probably hit the market before the MPG, but first they need to solve the system's big problems. You knew there had to be something wrong. Luckily, the problem isn't brain damage, or this would be right out the window. The three largest problems are range, duration, and some small unpleasant side effects. The weapon's range is a bit excessive. The wavelength/frequency combo for best brain-numbing has some awesome penetration. Great on the battlefield if you want to shut down a tank crew, not so good in the streets when you're trying to numb a crowd and you hit everyone in a pretty broad range—like several hundred meters. Yup, that bad (or good in some reports, but that doc was a total head case ... crazy, not the CFD kind, though that reminds me, note for later). As for duration, it's kind of a double issue. The weapon has to be held on the targets to keep up the neuron disruption, and that requires some serious power. This means the only viable systems are attached to massive power cells, either in a large pack or plugged into a vehicle or local power grid. Great for buildings and battlefields, but not great for crowd control or personal protection. I don't see them solving the docility duration problem, but there are probably plenty of solutions for power sourcing. Third problem, the side effect from hell, relates directly to that need for a sustained

duration. In some individuals, the system has not only obstructed higher thought processes, but also some of those controlled by the autonomic nervous system like breathing. Yup, problematic for the target to stop breathing if you don't want permanent damage. So, once the corps figure out those problems, fully expect to turn a corner in an MCT facility, get turned stupid, and wake up in a cell, or dead.

It's later (remember my note)! The microwave docility generator has a great secondary effect. It shuts down head cases (yup, Monads too, changing your name doesn't change who you really are) just like it shuts down regular folks. Those little nanites can't seem to overcome the neuron disruption like they overcome so many other methods of subject subdual. Looks like, even if this doesn't hit the market as a non-lethal form of subject subdual, it can at least join the arsenal for the Monad War!

- Word on the street, or more apropos, in space, is that their space escape is ready to ramp up. They're basically just gathering every head case that wants to roll out for the next waves. Possibly even helping to gather up a few who are being held against their will.
- Butch

MPG					
ACC	DV	AP	MODE	RC	AMMO
6	20*	**	SS	—	20(c) or external source
<p>Note: This weapon uses Shotgun ranges and rules. The MPG system uses peak discharge batteries (p. 52, <i>Run & Gun</i>). Each shot requires 5 Points of Power.</p> <p>*This does not start as real damage. Damage starts in the Stun Damage Track until 1 below Unconsciousness, then transfers to the Physical Damage Track until 1 below Unconsciousness with no associated penalties or effects. It then begins filling the Stun Track as normal.</p>					

MDG					
ACC	DV	AP	MODE	RC	AMMO
6	*	*	SS	—	20(c) or external source
<p>Note: This weapon uses Shotgun ranges and rules. The MDG system uses peak discharge batteries (p. 52, <i>Run & Gun</i>). This system has a variable effect based on power consumption settings. With a successful attack, the targets must resist the 2x Power setting using Body + Willpower alone, and all targets suffer a loss to their Intuition equal to any unresisted damage. An Intuition of 0 puts individuals in a stupor, unable to do anything. Lost Intuition returns at a rate of 1 per Combat Turn.</p> <p>Altering the Power setting requires a Simple Action or a Free Action if connected via DNI.</p>					



SONIC BOOMS

We've all heard of the Thunderstruck. Ares did some great marketing there. But that's just a cool name for what's more of a Lightningstruck, which is what we would call this except that name sounds dumb. Real thunder weapons are on their way, and they're way cooler, though not as deadly, as the Thunderstruck. Then again, I guess that all goes to determining your opinion of cool. Some people think it's cool to kill. I, however, think it's cool to knock someone out with sound. Thus, I deem thunder weapons to be cooler than a Thunderstruck. No arguments necessary, I'm not taking suggestions to change my opinion in my own report. But I will gladly offer you some reasons why this new tech deserves to be at the top of your cool meter.

First, you can literally call it your boom stick and be awesome like Ash from *Smacking the Evil Dead*. Though not every one of these sonic weapons makes a boom—several function on the high end of the metahuman hearing range rather than the low—but that's not the point. It's sound, so therefore it's a boom. Similar to the microwave weapons, they come in multiple varieties of target effect. Several R&D teams are focusing on the disorientation effect, while others are going for straight up dropping their target, further referred to as disabling, to avoid confusion with the new line of weapons that lift their target a hundred meters in the air and then drops them (no, that's not real, it's a joke, now laugh and read on).

Disorienting a target is a great way to get the run-of-the-mill Joe Corp from stopping their terrible acts of corporate rebellion. Protests, sit-ins, and even just trying to sneak out early to avoid a boring meeting can be quickly brought to an end with a well-directed burst from a Sound-Induced Disorientation Device (SIDD; yup I like acronyms, plus some street sam will eventually introduce someone to their friend Sid, it's just going to happen). The SIDD system functions at that high end of metahuman hearing, like that annoying ringing you get in your ears, ramped up to eleven, making everything in the world seem insignificant beside the discomfort. The weapon has a pretty limited range but fires like a shotgun because it has to hit the target's head, and most sec goons who will be handed these things aren't great shots. Best part

about this system is, it doesn't care if you've got ear plugs, or even range-grade ear protection, it still rocks your ears because the frequency it's using vibrates the jawbone to affect the ear. Cybernetic dampers still help, and so does having a cyberskull—in fact, the skull makes this weapon just an annoying screeching sound, since the metal in the jaw doesn't resonate like bone.

Let's talk about disabling someone. This one is the more literal boom stick. The weapon fires a dense burst of low-frequency sound. The effect is something akin to standing right in front of a stadium-grade speaker and having the bassist from Trog Punch hit you with that low D. There's a reason why those speakers are so far from the crowd. This weapon goes for the straight-up knockout, rather than just disorienting you. Several corps have some pretty keen project names in their R&D departments, everything from Project Bass Punch to Project John Paul Jones and all sorts of other creative music and artist references, but what none of them have is a cool acronym. When these things hit the street, I expect every runner worth the name to refer to these weapons as Tonal Harmonic Multiphase Projection Arrays. Yup, THMPA. The Thumpuh!

Back to something serious—the problems with these weapons. The focused sound has managed to crack skulls. Definitely a bad effect. The side effect is due to already existing damage to the skull being aggravated by the vibrations, but no one out there is going to want to give every target a quick head x-ray to make sure their skull's all good before thumping them. And bad PR is bad PR when it comes to people dying when they're shot with a supposedly non-lethal weapon. Solutions to this are being looked into, but most departments are seeing such great results, they're tempted to just avoid the non-lethal label and stick with the less-lethal tag and get this mother on the streets.

- “Less lethal” isn't a label anyone bothers with. Arms companies just list them as alternate weapons. They don't sell as well as conventional arms on a bulk scale, but the specialty arms usually come with a higher price tag. A price tag commonly paid for by corporate security squads because they don't really need to pay the whole price tag. It's just ones and zeroes moving around the corporate systems.
- Stone



SIDD					
ACC	DV	AP	MODE	RC	AMMO
6	*	—	SS	—	20(c) or an external power supply

Note: This weapon uses Shotgun ranges and rules.

The SIDD system uses peak discharge batteries (p. 52, *Run & Gun*). This system has a variable effect based on power consumption settings. With a successful attack, the targets must resist the 2 x Power setting using Body + Willpower alone and all targets suffer a penalty to all actions equal to the unresisted damage for 2 Combat Turns.

Altering the Power setting requires a Simple Action, or a Free Action if connected via DNI.

THMPA					
ACC	DV	AP	MODE	RC	AMMO
6	14S	-8	SS	—	20(c) or an external power supply

Note: This weapon uses Shotgun ranges and rules.

The THMPA system uses peak discharge batteries (p. 52, *Run & Gun*). Each shot requires 4 Points of Power.

PLATFORM-BASED CENTRIFUGAL WEAPONS

Since long before David made it famous, the sling has been whipping rocks and using centrifugal force to distribute death like nobody's business. In fact, several early civilizations used that particular form of pseudo-force in order to add a little extra punch to their tools of death. Now it's getting a second look combined with a whole lot of modern tech twists and turns, an appropriate phrase for a weapon based on spinning. Basic designs involve a circular plate of varying diameter with a series of projectiles attached to the rim. The projectiles are made from a ferrous metal, and the rim is a segmented electromagnet of significant power. The disc spins up, the electronic firing system releases specific projectiles at specific times, allowing them to fly off in any direction across the 360-degree arc of the disc. Place that on a swiveling firing platform and you get a weapon that can fire in several directions at once, all without making much more noise than a spinning wheel on a well-oiled axle. These things are virtually silent and by varying the launch velocity (a.k.a., changing the spin rate), you can

keep them subsonic. Varying the diameter of the disc allows for changes in rotational speed, which translates straight to force on the projectiles, as well as increasing or decreasing the ammo capacity or firing rate of the weapon.

Initial designs limited ammo capacity to the rim, but some bright boy figured that if the magnets can be programmed to release at specific times. They're also capable of reloading as they spin, as long as an ammo reservoir is present. Since the bullets don't require a casing or propellant, it just about doubles the ammo capacity of a standard box ammo system.

But what do I mean by "platform"? Vehicles or turret emplacements are possible, but the peak performance for these bad boys comes when mounted on a drone, especially a flying drone. Get some altitude, spin up the disc, and you've not only got the force generated by spin, but also a little gravity assist as well. Gravity isn't necessary, though. These things can do plenty of damage on their own just by spinning.



- Ran into some of these while hitting a Spinrad R&D site. They had a quartet of rutheniumed rotodrones in the air raining down iron death. Luckily they couldn't totally cover their thermo sig, or we would've been toast.
- Sounder



SPINRAD-GLOBAL SPINSTORM (SMALL)

ACC	DV	AP	MODE	RC	AMMO
6	10P	-3	SA/BF/FA	*	10(m)

Note: This weapon uses SMG ranges. This weapon can attack multiple targets with Burst Fire and Full Auto. Determine the number of rounds directed at each target and use the full attack dice pool for each attack modified by Environmental Modifiers, -1 for each individual being attacked.

**This weapon incurs no recoil.*

SPINRAD-GLOBAL SPINSTORM (MEDIUM)

ACC	DV	AP	MODE	RC	AMMO
5	9P	-3	SA/BF/FA	*	30(m)

Note: This weapon uses SMG ranges. This weapon can attack multiple targets with Burst Fire and Full Auto. Determine the number of rounds directed at each target and use the full Attack dice pool for each attack modified by Environmental Modifiers, -1 for each individual being attacked.

**This weapon incurs no recoil.*

SPINRAD-GLOBAL SPINSTORM (LARGE)

ACC	DV	AP	MODE	RC	AMMO
4	8P	-3	SA/BF/FA	*	90(m)

Note: This weapon uses SMG ranges. This weapon can attack multiple targets with Burst Fire and Full Auto. Determine the number of rounds directed at each target and use the full Attack dice pool for each attack modified by Environmental Modifiers, -1 for each individual being attacked.

**This weapon incurs no recoil.*

SPINRAD-GLOBAL SPINSTORM AMMO

AMMO (PER 10 ROUNDS)	AVAIL	COST
Ferrous Slugs	12R	10¥

Note: This ammo is only compatible with these systems.

PLASMA FORCEFIELDS

The activation of a plasma forcefield requires the use of an Interrupt Action (-5 Initiative Score). The Forcefield activates against a single incoming explosion or projectile reducing the incoming damage by half.

As detection systems improve, the Interrupt Action might not be necessary.

PLASMA SHIELDS

We've been pretty offensive so far. Both me and the devices. But let me take a second to talk about some tech that's looking to protect instead of perforate. Sci-guys and techs have been fiddling with plasma—you know, that weird state of matter they didn't teach you about in school. The wizards of war have come a long way in using that unique state for harm, especially since all their favorite Matrix games and sci-fi trids feature awesome plasma weapons. Those with unique minds have stepped outside the box and used plasma to create a box. Well, not exactly a box, more of a dome, though not necessarily a dome as referenced from the ground, but laterally also, but that's not the point. The point is, this plasma wall is effective at deflecting low-mass energy waves, like shockwaves, flames, or lightning from incoming blasts. Yes, just the low-mass stuff, but it's a start. They're just starting down this tech tunnel, so give it time.

The tech side and testing of the concept is done. What they don't have squared away is the delivery system and ramping up the juice to stop shrapnel or incoming projectiles. Energy needs versus power source availability keep it from being constantly active, like some kind of sci-fi forcefield. The developers are working on a system to detect incoming blasts and activate in time to diminish the shockwave, leaving only the nasty bits, but again, it's a power concept. A single activation drains most batteries, including the high-capacity ones used in many Ares laser systems, which is the current top-of-the-line. Most capacitors also tend to fry out when trying to push higher energy bursts, leaving the designers still short of a reliable, reusable delivery system.

If any runners out there come across advanced battery, micro-capacitor, or detection systems or programs, I know who's doing the most research on this and can snag us top nuyen for some pay-data.

- I might know who to look closer at for several of those pieces. Maybe we can work out an agreement.
- Fianchetto
- And that's how the shadows should be operating on here. None of this petty drek. People helping people.
- Slamm-0!



MORE MACHINE THAN METAHUMAN

Transitions are tough between disparate topics, but imagine transitions between bodies, or in the case of my next topic, WARFORMS! All caps because it's too cool for lower case!

As the header states, we're not just talking about WARFORMS but rather about all kinds of cybernetic research that pushes the limits of the metahuman form. It just worked well as a topic transition. I'm good like that. It also sounds a lot cooler than cybermancy or even cyberzombies, though both of those have some serious attention-grabbing power. In fact, I'm going to start with the basic cyberzombie because it leads well into the other two.

Cyberzombie is the street slang for a metahuman who has pushed beyond the standard limits of cyberware in their body. Normally, the majority of metahumans hit their cyberware limit at full-body basic cyberlimb replacement. That means both arms and legs, torso, and head. Once the body had to deal with that many standard replacement parts, the internal organs just start shutting down. Ask a spellslinger and they'll tell you something about holistic integrity or "Essence," but the point is, once the body hits a certain level of cybernetic replacement, it says "frag this" and just cacks off. In laymen's terms, cyberzombies are metahumans who have exceeded the body's maximum implant tolerance.

And now to eat a little crow. The only way to make a cyberzombie is through cybermancy, a mixing of magic and tech, but not really, so don't go asking about magic bullets. Cybermancy is a process that basically locks a "soul" into a body. I have a hard time with all the magic mumbo jumbo, so let me do this my way.

Someone insert a comment here and explain more about cybermancy.

- Well done, G1GA8YT3. Leave the explanations to the experts. Through a series of rituals and arcane processes, the metahuman body is prepared to maintain its spiritual integrity beyond the normal point of collapse caused by implants. It's not a clean magical process as magic is not intended to sustain life after death, hence the marring of astral space caused by unnatural creatures like cyberzombies and vampires.
- Winterhawk

- Not sure I like being put in the same category as a cyberzombie, but then again I don't truly value your opinions anyway.
- Red

Thanks to whoever did that! Cyberzombies have tons of cyberware and are sustained by cybermancy (basically necromancy once death has been caused by excessive cyberware), which leads to the topic of WARFORMS! Okay, I'll stop now. The warform platforms are a series of cybernetically enhanced shells, all previously prepared with a variety of cybermantic practices, that can have a consciousness moved between them. The consciousness is basically a brain and upper spinal column that can be moved between forms. It's way past the cutting edge, and I've only seen the theories for it in data files, but it's sucking up R&D black funds from several corps.

- Correction: cybermancy will not raise the dead (necromancy), only sustain the living when pushed beyond basic physical tolerances.
- Red
- Two comments that close together, and we're not talking about HMMHV. Red must really not like being compared to cyberzombies!
- Bull
- No one does.
- Hannibelle
- "Several" might be a bit exaggerated. We can easily narrow the list to corps that have Delta clinics and a top-rated arcana division or an association with Ordo Maximus, which we know from other shadow dumps has cybermancy ties.
- Icarus

The programs still have all the same notes on problems, mainly the instant psychoses induced by the process. Magic may hold the "soul" in, but the mind knows something just ain't right. It's a problem that has its own research budget because if they can solve that issue ... well, say hello to real life Robocop!

GENETIC WEAPONS

Since that last topic was so unnatural, let's swap over to something that is the basis of all things natural: genetics! Though both research topics



really fall more into the “super”-natural category, but hey, I don’t argue, I just slap the keys! I’ve done your digging and found you two great avenues for your future paydata searches if you can crack deep enough into the depths of the various Big 10 black sites and hosts. With no further ado, let’s delve into the successes—and hurdles still to come—of what I call “magic for everybody” and “HMHVV isn’t that dangerous, is it?”

Magic for everybody is the project title I give to the line of research currently in the works by a pair of engineering corps that think an Awakened parasite, specifically a species of tapeworm, can be used to offer magical abilities to mundane people. First off, yes, I am just as shocked as you that there is an Awakened tapeworm and its existence further distances me from any belief in an ordered system in this universe! Thing is, this tapeworm integrates into the system of the subjects and shares a bit of genetic material (yup, a tapeworm that functions kind of like a virus, YAY!) with the host that masks the tapeworm as a legitimate part of the subject’s body, suppressing any immune response. The process actually involves some basic genetic manipulation, but said manipulation offers the subjects an artificially induced arcane ability. The research is working with three separate species of tapeworm, each offering a different genomic tweak that Awakens the subject in one of the three traditional magical styles: the adept, the full magician, and the mystic adept.

The subject doesn’t gain any instant ability to use this newfound magical talent. That still requires years of training, but the process puts the option out there. That’s problem numero uno, and it’s not even the biggest problem. These tapeworm species have a voracious appetite because they burn tons of energy, since they are connected to both planes. Stack that on top of the fact that the only way to increase the subject’s relative ability to channel mana is to increase the size or quantity of tapeworms, and it’s hard to keep subjects healthy once you get them up to the channelling capability of the average street slinger. Food intake rates exceed stomach capacity, and the tapeworm just starts to eat off the subject. It’s a trade-off, but not one any sane person would make. The long-term effects of the process are also unstudied, so make sure you don’t sign up when some slick corp Mr. Johnson says it’s top pay, you get to be a mage, and it’s totally safe!

- Guess I know where those *Taenea* specimens ended up. I recovered them on an operation in Amazonia. They were being used with various members of their warrior caste alongside several local mundane *Alouatta* and *Ateles* monkey species and the indigenous *Panthera onca*. The tapeworm spurred a variety of powers within the animal subjects that required no learning curve. The tribe used them as protection against outsider incursions.
- G-Nome

Now, if you thought giving yourself a tapeworm sounded crazy, let’s kick it up a notch and suggest infecting yourself with HMHVV, or using a substance derived from the virus. I made that same face you just pulled. The virus itself offers a slew of powers and abilities to the average person, but the drawbacks—mainly bloodlust and an aversion to daytime work, not to mention the drastic psychological changes common in most subjects—are too great to consider this as an option for regular enhancement. Instead, researchers are looking at the genome of the viral component and analyzing how and where it interacts with a subject’s genetic make-up to see if they can recreate certain aspects of the change without a complete vampiric conversion. Current successes, and I use the term loosely, offer three different “vampiric” abilities.

Researchers have had some level of limited success with a “drug” that offers regenerative properties. The successes offer only a slight increase in hunger (with a taste for raw red meat), but failures often result in a Krieger-strain infection. A ghoul. So, either you can suddenly heal, or you can suddenly heal and have a desire to eat the face of the researcher. The reason for the variance has yet to be discovered, but it’s one of the most pressing current research avenues for the doctors trying to make this a viable augmentation.

Vampires are terrifying. This is not only a figurative statement but can be literal as well if they make use of what most folks call their fear power. It’s an arcane agitation of the fear centers of the brain that incite sudden and overwhelming panic (thanks G-Nome), and it happens to be the second avenue of research for gifting mundane folks (or Awakened folks) this same terrifying talent. They’ve had successes, and the data files for them are quite the humorous read because the subjects don’t really start with much control. They’ve also had failures that cover a gamut of terrible results. Ghoul transformation, permanent



psychoses from self-induction of terror, heart attacks from fear responses, and my personal favorite, permanent mist form! Yup, the two must be close on the genetic code, and a small number of subjects have done mist shifts with no apparent ability for reversion. Increased hunger is the same universal side effect.

We've all heard that vampires can control our minds or command swaths of bats or rats, but what few understand is that some amount of that ability is simply the creation of what is called a gestalt consciousness. It's a massive group think where everyone can share in the thoughts and feelings of others. Like a big hippy commune, but all in their heads. They've had success with a drug serum shared between several subjects that allows them to form a link like this. Downside is that prolonged use creates teams of well-adjusted sociopaths who can only relate to each other. Well, that and the normal desire to eat everything in sight, and occasional ghoulish transformation. As a positive, most of the research results reported that the ghoulish was still part of the consciousness. Though subject reports indicated that the ghoulish often had very little to add to the mental link other than reporting that they were hungry and wanted to eat their teammates.

- It's research like this that leads to things like Boston. We lost New York to catastrophe and corps and Chicago to a magical invasion. Neither of those were our fault. Boston was one hundred percent preventable if we would just learn to stop fragging with dreck we don't understand. If the world gets overrun by vampiric pawns or some virus that mutated from all this, it's our own fault.
- Plan 10
- Was Plan 10 just the voice of reason? The end is nigh!
- Slamm-0!

POWER ARMOR

All right, I'll admit I managed to get squat on this, but I have friends. Really, I do. I reached out and my good buddy RJ, a.k.a., Rocket Jock, managed to put something together for me on some system being developed by a non-AAA, which makes sense on why I didn't find it. I tend to look at the big boys for new toys. This just makes me wonder how long Prometheus will be able to keep this in house. They better get these things up and running ASAP in order to protect their own work.

PROMETHEUS ENGINEERING BATTLEFIELD AUGMENTATION SOLDIER EXO-SYSTEM (BASES)

Since the days of medieval men-at-arms, there's been a fascination with the idea of an armored soldier doing battle in either large formations or single combat. This concept was further romanticized within fantasy and science-fiction—warriors utilizing powerful armor with either magical or cutting-edge technological enhancements. Ironically, the technological or magical enchantments that are theoretically possible also make such armors impractical on the modern battlefield. This, however, hasn't stopped weapons designers from trying to develop new power-armor/exo-suit (PA/EXS) systems.

While several corporations and companies have been developing their own version of power armor and/or combat exo-suits (albeit on a smaller-scale and definitely lower priority), it's been Prometheus Engineering that's done the most extensive research on the subject in the past few years. Their main project, known only as BASES, is currently the only publicly known foray into the power-armor/exo-suit market.

- PE's last BASES update came before Wuxing decided to absorb them. Since then, there's been no information about the project. For all we know, Wuxing could have scores of fully working units or the whole project was scrapped with all the data and prototypes sitting in a warehouse somewhere.
- Rigger X
- Sounds like something worth checking into.
- Clockwork

The BASES unit is a powered composite neo-titanium frame, also called an exo-frame, that the user both sits in and wears at the same time, attaching at special "control points" along the user's body. Each frame is semi-adjustable and will extend the user's overall height by approximately half a meter. While average meta-types such as humans, elves, and orks require only minor adjustments for individual body type/shape, the BASES frame can also be used by dwarfs and trolls with only minor field modifications. A small roll-cage-style frame is attached to the front to protect the user in case of a fall and to attach additional equipment/systems.



- I saw some test footage of these three years ago. Trolls are massive in these things, and for once, halfers get to be as tall as everyone else!
- Kane
- Short jokes?
- Lyran
- Not very big of me, I know.
- Kane

The unit is controlled by a combination of AR control gloves in the hands and sensors in the joints. For basic movement, these sensors detect the user's movement and sends that data to the gyro stabilization systems which in turn translates it into powered movement for the frame, allowing for basic movement and enhanced load bearing. It should be noted that the system enhances the user and does *not* supplant them. BASES can be used by anyone, but training is suggested in order to make full use of the unit's systems.

- What that really means is that the gyro stabilizers are twitchy. Any sudden moves are read by the sensors, and the frame will respond accordingly. More than a few testers ended up with severe limb and spine damage during initial tests. And from what I hear, there hasn't been much improvement. There're also rumors of a few test-bed models that incorporate remote or DNI control systems, but those are rare.
- Turbo Bunny

BASES was originally conceived, like most PA/EXS systems, to finally realize the concept of making the average soldier a one-person army capable of performing multiple mission profiles in far lesser numbers than standard military infantry and/or vehicle units with less logistical support.

As is the case with other PA/EXS units, the main goals of BASES were threefold. The first goal was to give soldiers enhanced firepower through the ability not only to carry heavier weapon load outs, but also the ammunition and/or supplies necessary to carry out their objective/mission. This would lead to the second goal of creating a substantial force multiplier for any army utilizing the system and also enhancing operational flexibility. And finally, the idea for BASES was to do all of this at the fraction of the cost of a comparable standard infantry unit and/or armored vehicle.

Unfortunately for Prometheus, things didn't go as planned.

Despite modern materials and control systems, the actual units performed rather poorly in simulated combat scenarios. While the amount of weapons and material carried into combat were at spec, the units were far too clumsy and proved to be vulnerable against more maneuverable opponents such as drones, enemy spirits, and even standard infantry troops with heavy weapons. Additionally, two other problems arose. The frames provided little additional protection against incoming fire, even with a retrofitted torso ballistic shield and the unit's energy consumption depleted even the best batteries after only four hours of use. A small specialized drone to shadow the unit was conceived and tested, but did little to help overall battlefield performance. And finally, the cost for each BASES unit far surpassed the standard units it was meant to replace.

But despite these problems, some military experts say there are possible future uses for BASES and similar units, though perhaps not in the way originally intended.

BASES: BATTLEFIELD AUGMENTATION SOLDIER EXO-SYSTEM

ARMOR	CAPACITY	AVAIL	COST
5/15*	20	N/A	N/A

Standard Features: Quick-Release System, recharging port/small drone rack (for Battle Buddy battery drone).

Optional Features: Emergency torso ballistic shield (single use, cost: 5,000 nuyen).

Special Rules: Uses Gymnastics skill to operate. +150 percent for encumbrance, +5 dice for all lifting tests, -5 dice for all movement-related tests except standard walking (Gymnastics) and ranged defense. Battery life is four standard hours.

* Optional ballistic shield is single use and can take 15 boxes of damage; it cannot be repaired.

BASES "BATTLE BUDDY" BATTERY DRONE (SMALL)

HAND	SPEED	ACCEL	BOD	ARM	PILOT	SENS
1	1	1	5	5	2	1

Standard Equipment: Quick-charge attachment port (BASES), BASES battery recharge system (contains one standard charge).

Notes: Can recharge a single BASES unit in one standard hour at the cost of one standard charge. Recharging BASES battery on board drone requires one standard hour.

ANTI-DRAGON WEAPONRY

Sweet powers in the sky, who set up this list for me to dig up? Scrag me if I'm going to go diving around the Matrix doing searches for "anti-dragon weaponry" and then digging into the places I find.



Luckily, as mentioned before, I have friends. And the fact that I bothered Rocket Jock again does not mean I only have one friend. Now, to all the dragons, or their puppets, that are reading this, the work was done by Rocket Jock, not me. (Sorry, omae, gotta give credit where credit is due.)

- Thanks for the access, Bull. Yes, I dug this up and presented it on a shadow VPN through a “friend” who I didn’t realize was such a coward. Feel free to tap me for more articles. I got no problem putting my neck out for the betterment of the shadows.
- Rocket Jock

For most of their known history, mankind regarded themselves as the top of the evolutionary food chain despite never quite developing the raw physical power and traits to become true apex predators. But after millions of years, by power of their opposable thumbs and (arguably) the most advanced brains on the planet, humanity developed technologies that made them the most powerful force on Earth. And for a time, it was good. And then the Awakening happened and blew all notions of evolutionary superiority completely to drek. Along with magic and a host of other new species, dragonkind re-entered the scene and quickly showed (meta-)humanity who was *really* at the top of the food chain.

Call it hubris, pride, or just a keen sense of self preservation, but metahuman leaders eventually realized that being basically chattel at worst or pawns at best to dragons wasn’t the greatest long-term plan for the species. So like their ancient ancestors before them when dealing with competing species, metahumanity turned to their usual fall-back survival plan: technology.

Because of the very nature of said technological research and development, those who dared had to do so in the most secretive and covert of means. The fear of dragonkind discovering such endeavors and utterly destroying anyone and thing involved was completely justified. Thus, while anti-dragon technology has always been in development in some form or another over the past six decades, it has only been in the most recent time, where such developments have expanded by leaps and bounds.

- Metahumanity is like any wild animal. Back it into a corner and eventually it’ll have no other choice but to fight. And despite our shortcomings, we excel in creating new ways to kill.
- Picador

BLUE-227 (ANTI-DRAGON BIO-WEAPON)

Dragons were once considered to be indestructible by even the most advanced modern weaponry, but the need for anti-dragon weapons took on a new urgency during the Az-Am War when the great dragon SIRRURG killed every metahuman in the city of Cali with powerful magic. Unable to combat such power, Aztlan and its allies became strategically paralyzed and unable to launch a meaningful offensive for fear a repeat of Cali. The rest of the world’s governments (and even a few corporations) were likewise afraid.

Ironically, SIRRURG’s act at Cali reinvigorated and kickstarted the anti-dragon weapon arms race. Being in direct opposition to SIRRURG (who fought for Amazonia), Aztlan and Aztechnology became the forerunners of this arms race. Having previously been ejected from Denver by the great dragon Ghostwalker and having an axe to grind, Aztlan and Aztechnology were already well into developing several weapon systems.

The most prominent, and the first to be made viable, was from a project codenamed Blue-227. Using data gathered from the dragon Dzitbalché’s autopsy in 2064, along with assistance from a still-unknown source, Aztechnology was able to synthesize a bio-chemical weapon in 2073 that specifically targeted draconic hemoglobin. According to the notes of project lead Dr. Maria Juarez, depending on the specific chemical mixture, the weapon will have one of two possible effects. First, it can act as a severe anti-coagulant. This means that if sufficient wounds can be inflicted, the target will rapidly bleed out. Second, it can have the exact opposite effect and act as a hyper-coagulant, even while the affected material is still inside the target’s body. Dr. Juarez was once said, “It’s like your blood turning into cement in your veins.”

In October 2074, Aztlan launched Operation: Marauder, their plan to eliminate SIRRURG. Using thousands of aircraft and expendable drones to introduce Blue-227 via inhalation, a massive Aztlan/Aztechnology task force was able to defeat SIRRURG. With the great dragon wounded, other conventional units moved in for the kill.

In the years since the end of that war, Blue-227 has become a very hot commodity. However, Aztlan and Aztechnology have yet to put Blue-227 on the market or make it available to their allies. Most speculate that fear of reverse-engineering is the reason, while critics say Aztlan simply wants to have their sword so they can play hero. Whatever the reason, everything attached and pertaining to Blue-227 is classified.

And although Blue-227 was deemed safe for metahumans, there are rumors of Blue-227 causing pronounced reactions in metahumans, most notably that exposure causes the subject to enter a frenzied blood lust, or what has been dubbed “blood fever.”



Because of recent events, anti-dragon weapons research is no longer the taboo subject it once was, and for many it is considered essential for continued survival. After Aztlan's success in their recent war, more and more governments (and corporations) are following Aztlan's example and beginning their own anti-dragon programs; albeit with various methodologies and mixed results. However, despite the dawn of this new arms race, those involved are still treading lightly. Many dragons, especially the famed "greats," hold immense power. Some, such as Ghostwalker, continue to demonstrate that if directly threatened, they will not hesitate to retaliate.

Besides the threat of draconic retaliation, the major hindrances of such efforts are the lack of adequate research materials (a.k.a., dragons and dragon parts), combined with the massive financial requirements necessary for such programs. Only the most financially solvent of nations and corporations can even begin the most rudimentary of development programs. And those who have started one aren't exactly advertising that fact. Aside from Aztechnology (who partnered with Aztlan in their program), no other government or corporation has publicly—key word there—revealed their intentions of pursuing such research and development.

- Much like the artifacts rush a few years back, data regarding anti-dragon technology has become one of the hottest commodities on the shadow-markets. Johnsons are paying top nuyen for paydata.
- Lyran
- Good luck finding anything. The Azzies have their drek locked down tight. So far, the only thing I've heard of is a raid on an Aztech storage site where some of their precious Blue-227 was liberated.
- Wyrm Watcher

MAGICAL WEAPONS

I'm not talking about glowing swords or arrows specially imbued for dragon slaying, though having some of those handy could be really ... well ... handy. I'm talking about that holy grail of R&D that involves the merging of magic and technology. There's plenty of avenues that this wild goose chase is currently meandering down, some are going to hit a dead-end, hard; some are going to get far enough to get the attention of another corp with a payroll for runners; and the rare few

are going to make it through R&D and then join the secret arsenal of said corporation while continuing to be the target of rival corps. Though the stated goal is mass-produced manatech, I'm gonna have to stomp all over your dreams of magical weapons rampant on the streets, but with the newest levels of market control the corps aren't going to open these up to the public in most of our lifetimes (unless you're an elf or a dwarf), they're going to mass-produce them, but only for their people.

Top of the research heap is the magic bullet, and not the one that killed Kennedy (does anyone still get that reference?). We're talking about bullets that are enchanted and can affect magical beings, including dual-natured bullets that can hit spirits in the astral even before they go and materialize and wreak havoc on the physical plane. Advancements have been slow in coming for two big reasons. First, in order to use magic, you need to have magic. And if you already have the Talent, you might as well sling a spell rather than shoot a bullet because a skill's a skill—nobody pops out of the womb popping caps or slinging fireballs. Second, anything magical tends to stop being magical the minute it leaves the immediate vicinity of the mage's aura.

That all said, let's talk about advancements in the field. Several of the Big Ten and quite a few AAs have made headway in their projects through the use of sacrificial magic. Aztechnology is right up there at the top of the heap (surprise, surprise), but MCT and, much to my surprise, Global Sandstorm (Spinrad Global, now), have reported (no, not publicly) consistent successes in the creation of bullet anchors, movable wards, and spelled items usable by mundane members of their test teams. Sure, there are tons of failures and the death count is pretty staggering, but you can't make an omelet without burning a chicken farm.

We all know that the top use for magic in the world is blowing the drek out of your enemies on the battlefield. While this isn't really true, that avenue offers the greatest influx of capital for research. Research that has lately been focused on several parageologic topics including orichalcum mining and geomancy. An abundant supply of orichalcum would make mass-production of foci much easier and utilizing geomantic patterns to maximize military effectiveness would give military forces with fewer arcane resources a fighting chance on the modern battlefield. Both require a



lot of black ops (good for us) in order to ascertain viability or gain control of a location without use of or involvement of a corps own forces. The same plausible deniability we've been used to establish for decades. The biggest problem reported for a lot of these locations isn't even local security, it's abnormal patterns of magic in the area. Wild magic surges are extremely common in areas of orichalcum concentration or key wild geomantic connective points.

It's not just the dirt they're looking at, though. They've got their eyes on the sky, and beyond, for more magical material options. Meteoric iron has been at the top of the corporate materials acquisition list for several years now, and most of it goes over to their arcane R&D divisions to be funneled and used in most of their manatech experimentation. In order to increase their supply, the corps with serious space divisions are pulling asteroids into orbit and then letting them decay. Usually the process goes as planned, but more often than they'd like to admit, someone (frequently runners) has been mucking with the telemetry and making the meteors drop into places not controlled by the corp. That opens up a race, with whoever did the tweaking having a pretty good head start. Something about the process of entering into the atmosphere, and thus the gaisphere, shifts the arcane properties of the iron in the meteors, making it more capable of interacting with manipulated mana.

Dropping them into the atmosphere isn't the only use. Prior to the drop, practically all of the asteroids the corps bring into near-Earth orbit are positioned to test the effects they can have on Earth-based mystical properties. Efforts to shift ley lines, focus pools of increased mana, while diminishing other areas, and even activating specific alchera through very specific placement over the surface have shown varying levels of success. The successes are often short-lived, but at least one event gained notice when the Sears Tower appeared in Chicago on a day that was not the anniversary of its destruction.

- That technique, combined with the theory that alchera can be links to other metaplanes, might allow for easier metaplanar exploration. Context is key, though—when I say “easier,” I mean in relation to having the darkest corners of your soul delved by the Dweller.
- Winterhawk



Despite the hits they've taken over the last century, the UCAS is not giving up on the idea of being a world power once again. A few visits to several “independent” research labs have made it increasingly apparent that the UCAS government has an interest in WMADs—weapons of mass arcane destruction. As they did with the Great Ghost Dance that kicked them in the cojones and broke their stranglehold on North America, the UCAS is looking into similar rituals. Their efforts are bolstered by the sheer number of artifacts (mostly minor but a few doozies) they've managed to squirrel away thanks to border security and extensive anti-smuggling operations that ramped up right around the time of all that artifact hunting. Progress is hard to ascertain thanks to the fact that you can't just go and blow the tops off volcanoes to test your work, but there have been quite a few unexpected seismic and geological events that could very well have been tests, especially since their reports identify efforts and assets in those regions around the time of each event.

- I've seen the same data. Check the edit logs and time stamps. The UCAS is trying to sell someone a bag of goods that ain't good. They're taking these events and then editing their files to match them, probably to show successes where they aren't having any.
- Netcat



NANO-WEAPONS

C. F. mutha-fraggin D. That's probably the nastiest nano-weapon I've seen short of the grey goo bomb, though that was never its intent. To save their own hoops, plenty of megas pulled back on nanotech production, but they had massive stockpiles of nanite materials that had not been exposed to CFD (they hoped) that they needed to do something with. At the same time, their R&D divisions were quietly getting intel on CFD and testing head cases to figure out what the frag was going on. With those two parts, and the normal lack of safety procedures and any consideration for morality or metahuman dignity, the megacorps managed to turn this bane into a boon. CFD has proven that a personality can be written onto or uploaded onto an organic brain. This is perfect for deep cover operatives or even just to modify your citizens a tiny bit to make them completely loyal to the corp, or completely incapable of lying to a superior. The power of CFD-style nanites was disturbing when random, but the megacorps are already working on making it horrifying by using it in very specific ways.

Alongside that, all the extra nanites lying around allowed at least four megacorps to kick their grey goo weapons research into overdrive. You can expect to see some of these coming sooner rather than later, especially the grey goo rounds. Yup, grey goo bullets. They're basically capsule rounds with a tiny micro-emitter and millions of nanomachines. The capsule hits and bursts, releasing the nanomachines around the impact site. The nanomachines are powered by sodium and potassium generators with a limited fuel supply, and pre-programmed for something specific. One variant scatters out over a target in order to degrade a wide area, primarily used against armor. And by degrade, I mean fragging annihilate. I watched a video of an SMG burst peel open Ares Titan armor—you know, the mil-spec stuff. Didn't hurt the guy inside, but unless he curled up like a turtle over his exposed chest, he would be a dead man from any other incoming rounds. Another setting focuses on a narrow point. It burrows deep, causing deeper damage, like skin, bone, and organ damage on a meat target, or punching through to key systems on something more technological. The biggest drawback right now is that the weapons take a few seconds to act, but I'm not sure that's a real drawback. Just

sounds like a chance for your enemy to witness their death in a horribly slow and inevitable fashion. And the micro-emitter can be programmed to not send a signal on a missed target, or it can have specific parameters for activation. Then again, even if some sec guard misses and the nanites mar the front of the corporate HQ, they can just program other nanites to fix it.

GREY GOO ARMOR EATER AMMO

ACC	DAM	AP	AVAIL	COST
3*	**	—	24F	Rating x 50%

Note: This weapon uses Hold-out Pistol ranges.

*The capsule rounds have poor accuracy.

**Roll the Rating of the Armor Eater load and decrease the Armor rating of the target by the number of hits.

GREY GOO PENETRATOR AMMO

ACC	DAM	AP	AVAIL	COST
3*	9P	-8	24F	1,000¥

Note: This weapon uses Hold-out Pistol ranges.

NUCLEAR OPTION

I know that most of us know that nuclear weapons don't interact with the new Awakened world like they did the mundane world of last century. That didn't stop research—it just shifted the research in a different direction. You know where nukes still work just fine? Space. Ares and Saeder-Krupp have both already developed orbital laser systems that are amped up via a focused nuclear detonation and used to target sites on Earth, in orbit, and even offer options for planetary defense after the Monads go and piss off some alien world that wants revenge. The reports identify beam widths between four centimeters and ten meters, though the ten-meter lasers effect a lot of space around them with superheated air. These are already tested and hanging out up there, so remember that when you hit Ares and then feel safe in your barrens squat because tests indicate four-hundred-meter penetration for the four-centimeter beam and four-meter craters on a full ten-meter blast.

The fallout from nuclear weapons was always the real horror story. Sure, the bomb can wipe out a million people if it hits a highly populated city, but the fallout will wipe out tens of millions over the weeks and months after the initial attack. Now, imagine taking that radiation, using it to irradiate



materials with a magical component and not only will your explosion damage the regular world, but it'll also pollute and destroy the astral. It's like a dirty bomb, but they use magical material to mess up everything. This one is still on the drawing boards from what I've seen. They're having a lot of trouble with the magical material component, but research is ongoing.

MATRIX

No look at the horrifying future would be complete without a look at the Matrix. We've survived several crashes (barely) and you can almost guarantee there will be another, especially considering that the corps are actually researching ways to intentionally do it. There's no way that tech could ever get into the wrong hands and be used for nefarious purposes. No, *never!*

That's exactly what they're doing. With the proliferation of AIs, the Monad threat, technomancers, and an ever-growing number of Matrix "anomalies," the big boys are looking at ways to wipe the slate clean and start over. To me, this is like researching ways to kill yourself. Sure, they work, but you'll never be able to figure out what comes after. The biggest issue is offline systems and backups where AIs can hide and wait for a rebuilt Matrix to pop up. That and the fact that the whole Matrix got itself decentralized with the last iteration. All this wireless makes it tough to just trash the boxes that run the show, or cut the lines. Instead, the focus is on forms of super IC. Programs that will go out and shatter the Matrix behind them. It's an end-of-the-world type of scenario, but we've run into several of those already,

and while we manage to get through, we feel the ramifications for decades.

So let's look at what I like to call the Otaku Solution. We all know Matrix history, where there are now technomancers there once were otaku, but they all lost their abilities due to what they called fading. Technomancers have something similar with the limits of what they can cobble together from the Matrix. But the question is, what can be done to make technomancers all lose their abilities like the otaku? It would take a security worry out of the Matrix and make it a bit more orderly, but since the corps and governments already use technomancers, the question becomes weaponized and turns into this: What if one corp's own technomancers were unaffected while their opponents faded? That would be quite an advantage. Enter the horror known as Fader IC, programs intended to attack technomancers and artificially force the technomancer into overload. The obvious problem is that it's useless against regular deckers, but it would instantly help to identify a technomancer, and that can mean a different method of approaching the security problem. It's a double win for the corp and a double loss for the technomancer.

Don't you just love the ingenuity of the megacorporate industrial complex?

FADER IC

Fader IC attacks and forces a technomancer who is hit to resist the IC Rating x 2 + hits in Fading.



OPPOSITION REPORT: CORPSEC

POSTED BY: HARD EXIT

Anyone who runs the shadows will eventually deal with Corporate Security, a.k.a. CorpSec for those who love pseudo-military jargon. It's not a question of if, but when. And there's a lot of misconceptions, half-truths, ad nauseum floating around that get runners killed. Plus, the game's constantly changing. We learn new tricks, the corps learn new tricks to stop us, and the beat goes on.

CORPORATE SECURITY OVERVIEW

Those reading this may be new, not so new, or extra crusty with a side of "been there, done that." Whatever the case, you may be asking: Why have a corpsec briefing in a file focused on combat tactics? Well, refer to my eloquent paragraph above and consider the following: Of all possible adversaries, we're gonna have to deal with corpsec the fragging most! So know your enemy *before* they try to evacuate your brains from your skull, and you may just keep that grey matter where it's supposed to be. These are the basics you need to know, and if you haven't learned them and have somehow survived, better get to learning before your luck runs out.

- Wow! You okay, HE?
- Pistons
- She's *fine*. Now my guys who got waxed because she froze in Argentina, that's another story.
- OrkCEO
- Two words: frag off. Two more: and die.
- Hard Exit

CSSI: WHAT WE NEED TO KNOW

To understand corpsec, you first need to understand security principles and security procedures. Because to be honest, all the corps are doing is putting their own spin on old concepts.

For those of you who think security is simply putting up some fences, locks, cameras, and then hiring a few underpaid wageslaves to walk the premises, you've only got part of the equation. Security includes this, but also governing procedures and concepts to make it work as a system. The current corp buzzword calls this **Complete Security System Integration**, or CSSI.

Without putting everyone to sleep, just know that CSSI is an integrated system of principles, procedures/protocols, and physical assets designed to work together and provide total security for a person, place, or thing. Like I said before, individual corps put their own spin on this, but they still follow CSSI to some degree.

- And just think: There are hundreds of individuals who are paid obscene amounts of money to lecture on this topic. And we're getting it for free.
- Thorn

Current CSSI doctrine lists three main integral parts to the CSSI system: procedures, physical security, and the means to carry them out. Take away or compromise any of these parts, and the system eventually breaks down or becomes vulnerable.

CSSI OPERATIONAL PROCEDURES

Any professional worth their hoop knows that learning how your adversary operates definitely stacks the deck in your favor. Like any professional entity, security providers of all flavors have specific rules or official guidelines to follow. In





CSSI, these guidelines are based on three factors: policy, procedure, and post orders.

Policy is something that security providers have little say in. Often, policy is decided by the client and is based on how they want to be perceived or do business. For example, Corp A has a policy of public access to certain locations on their property for good PR and community relations. Meanwhile, Corp B could care less about PR and wants to keep all non-essential persons off their property for better protection. Both policies will influence how a security provider operates to meet the needs/wants of the client. Corp A's security provider may elect to have more officers actively patrol, assist visitors, and ensure no unauthorized areas are breached. Conversely, Corp B's providers may simply erect physical security and remote-access systems. Both are accomplishing their objective of access control, but in different ways and means. In summary, policy influences how security providers operate.

This leads us to the next item of interest: If policy is *why* things are done a specific way, then **procedure** is *how* things are done. Procedures are vital to the whole concept of CSSI because they provide the framework for how security providers conduct their operations, provide service, and ensure necessary tasks are completed. They also provide guidance on how security providers respond to emergency situations that's (hopefully) efficient, professional, and coordinated.

I liken knowing a target's procedures to having their playbook. During runs, this is a significant advantage if you know how to apply the data. It's not just enough to know how your adversaries may react, because nothing is a given. Study your target in order to gain maximum advantage over them.

Post orders are often overlooked because few outside the security business have any idea what they are. While policy may dictate how procedures are drafted and enacted, post orders are rules and

THE DIFFERENCE BETWEEN PROCEDURES AND TACTICS

When it comes to how security forces or providers respond to emergencies (like pesky shadowrunners), it's important to know the difference between the two. Procedures are typically standing orders dictating how operations are conducted—hence the common term Standard Operating Procedures, or SOP. A typical security procedure may include provisions for the evacuation of non-essential staff during an emergency or immediately reporting signs of a break-in on discovery and then waiting for further instructions. Typically procedures are when “A” happens then do “B” and then “C” kind of thing. Sometimes procedures don't leave much leeway when facing dynamic situations (again, shadowrunners).

For those situations where security providers find themselves in a rapidly evolving situation, a more improvisational approach may be necessary, with specific tactics employed. These tend to be strategies, plans, or maneuvers designed to counter or defeat a specific situation. It's impossible to conceive, let alone develop and employ, procedures to handle every possible situation.

So why's this important?

While corporate or other security providers follow certain guidelines, their hands aren't completely tied. It's prudent to remember that while security has to follow certain rules, occasionally they're allowed to improvise to serve their primary function. For gamemasters, this means that security providers won't always follow the rulebook. And for players, it's prudent to realize that while you may have knowledge about security procedures, don't expect that to be the last word on how your adversaries will act or re-act.

This is the Sixth World after all—who wants predictability?

guidelines for a specific location, operation, or detail based on special needs and or objectives. In some cases, post orders may even supersede general orders, procedures, or company guidelines because they're unnecessary or could prove detrimental to a specific post's operations.





- A lot of “professionals” think that once you know a sec-
corp’s procedures, you’ve got it made. Wrong. I learned
this lesson the hard way. Now, one of the first things I
go for is a target’s post orders. They reveal more about a
target than anything else.
- Ma’Fan
- Yeah, and don’t forget, all of this information is considered
both confidential and proprietary, and for good reason.
Sometimes just getting a location’s post orders can be a
run in and of itself.
- Mika

PHYSICAL SECURITY MEASURES

No discussion about CSSI would be complete
without talking about the physical security

measures (PSM). And I’m *all* about being com-
plete. Also be aware, this does not include the
physical security associated with, say, an es-
cort or investigation detail. That’s another topic
we’ll get to later.

PSM represents the tangible elements of se-
curity (including magical/Awakened) at a specific
location or during a security detail. The purpose of
physical security is to protect something or some-
one. No matter what methods employed, physical
security ultimately comes down to **authorization**
and **access control**.

Authorization is simply the clearance given that
allows someone access or travel to certain areas
or location without escort or special accomoda-
tions. In most cases, authorization also grants ac-
cess to certain data or materials that coincide with



their position or duties. Knowing how a company or security provider assigns or grants authorization could make things easier during infiltration, especially with forged credentials. Using forged credentials with the wrong authorization rating is just as bad—you might as well put a giant glowing “HERE I AM” ARO over your head.

- Another thing that trips people up is using forged IDs in secure locations during times when the forgery victim isn't normally there. At most locations, every time someone goes through an electronic door or accesses a system, that activity is logged. Being at the right place at the wrong or unusual time without a proper explanation could raise a red flag with security. Know the habits or normal working hours associated with your forged ID before you use it.
- Pistons
- Also don't wait too long to use said credentials. Most places require employees to report possible stolen or compromised credentials at the mere hint of a problem. And it's common for security spiders to keep such codes active but on a watch list in case someone tries to use it. When someone does, security is alerted.
- Glitch

Access control deals with allowing or restructuring physical access to certain areas, items, materials, or individuals. When most think of security procedures, this is what they think of. Of all the concepts and principles of CSSI, enforcing access control is what the system is built around.

ACTIVE AND PASSIVE SECURITY

As part of CSSI, physical security is maintaining access control by both active and passive security measures working together in a layered, overlapping approach. **Active security** includes all security measures actively working at any given time. The most common example is a security patrol. Depending on the location, patrols can take on many forms but are often performed by actual security officers/providers. Their primary goal is to detect anything that could indicate a problem, such as a security breach, or potential emergency situation. In addition to normal security duties, active patrols have a secondary function of observing for possible maintenance or equipment issues. Typically only in lower-tier/priority locations will security providers use only one type of

active security measure, usually a physical officer/provider.

- Except for paracritters. They have *one* function, and I have the scars on my ass to prove it!
- Stone
- Veteran security providers sometimes find problems indirectly. They've become so attuned to the ambient norm that they often detect even the smallest thing out of place. A sec-guard may miss the runner team that just entered through the door, but they may notice a higher-pitched sound of wind or the slightly off-kilter handle of a door that wasn't completely closed. Even the smallest, most trivial detail can trigger an alert.
- Ma'Fan
- But how many are that observant or will even bother?
- Treadle
- More than you realize.
- Ma'Fan

With magic and un-manned vehicles also being prevalent, both are included as part of a security patrol profile. But one thing that even professionals often forget is that security's duty stations also count as active security measures. A **duty station** refers to a specific location (also called a **post**) that is continuously manned or operated. Checkpoints, security gates, monitoring stations, command centers, even officer lounges are all examples of typical duty stations found at security sites.

Passive security are measures that make things difficult for professionals like us. These are typically the sensors and cameras we all love to hate when we're on our illegal walkabouts. And in the higher-tier or priority facilities, always expect magical wards of some kind to be in use. Whatever their form or function, passive security is often fixed in order to continuously monitor a specific location.

And continuing the list of things that make runner's lives hard are other kinds of passive security known as **static measures**. Included in this fun set are locks, fences, other kinds of barriers, ID readers, sensors of all kinds, and biometric scanners. Normally static measures act more as deterrents and access control, often in conjunction with other passive security measures. As long as nothing abnormal is detected, they remain passive. If something or someone registers as an anomaly, static measures often become **reactive security** measures. And that's just another fancy buzzword



WHAT IS A TYPICAL CORPSEC/SECURITY OFFICER?

The simple answer is: There is none, unless the gamemaster wants it that way.

Because of the high probability that shadowrunners will have to deal with security officers at some point, it gives a gamemaster a unique chance to provide not only memorable NPCs to interact with, but also potential plot points and obstacles. While the typical security officer will have at least some combat skills for self-defense and of course security procedures at the very least, each officer will have their own strengths and weaknesses, goals and aspirations, and individual histories just like the player characters, if that's useful to the gamemaster.

Like people, security officers don't have to be the typical dumb, lazy, and undereducated slobs they're often portrayed as. Mixing it up and making security officers unique can add another level to gameplay. If the player characters are having a hard time getting into a facility, befriending or exploiting a lonely security officer may be a better option than blasting a wall open. Or maybe the runners think that they're dealing with average officers when they don't realize that a former Special Forces soldier just got transferred in.

Point is, instead of making security officers just another target, they can be made memorable. Take the opportunity sometimes to use them as fun and interesting twists in the plot of a run.

term meaning if you're careless, stupid, or unlucky enough to set off an alert, you get to deal with the consequences, often in the form of things like gas projectors, shock-floors, and really annoying elements such as mounted sentry guns.

- Not to call Hard Exit out, but she's completely glossed over the importance of Matrix security and how it's generally the link between active, passive, static, and reactive systems. Security spiders constantly monitor all of these systems as well as Matrix security, and they also act as command and control until someone official takes over. Disrupt a target's Matrix capabilities, and they're next to helpless.
- Pistons
- Not glossing anything over. I figured that people would want me to get to the fragging point instead of rambling about stuff they likely already know, which is most of what

this is, but Glitch asked for it. But, because you threw the gauntlet down, wrong! That kind of thinking belongs back in the 2050s, and it gets people killed. It's common SOP for corpsec to train and prepare for such contingencies. That's what procedures and post orders are fragging for! So when it *does* happen, people know how to react *instead* of losing their drek. Never assume your enemy is helpless until you see their cold, dead body!

- Hard Exit
- HE, give me a PM. We *really* need to talk.
- Pistons

SECURITY OFFICERS AND GUARDS

Tossing out all the official CSSI junk about security officers must always be vigilant, professional, blah, blah, blah ...

Security officers and guards are arguably the most critical link in the CSSI system. They're also its weakest. Until AIs take over the world, it'll be metahumans in charge of maintaining and operating a CSSI system, and they'll be the ones professionals like us will have to deal with. Being living, breathing, and sometimes even thinking beings, security officers and guards (or just security officers from here on out) can be counted on to be utterly predictable yet completely chaotic at the same time. What this means is that no matter the level of skill, experience, or training one never knows when their adversary is going to have a flash of inspirational brilliance or the worst moment of their lives.

Even today there's still a negative stereotype when it comes to security officers, especially ones who work at lower-priority sites. They're often thought of as 'rent-a-cops' who got into security because they couldn't hack it at a *real* profession. While there's a small amount of truth to that, the corps aren't going to put *complete* morons in charge of even their lowest-priority sites, because even those locations represent an investment that they want to generate a return. Even though the higher-priority locations are going to typically have more advanced and professional security, don't make the mistake of thinking that only the outcasts and wash-outs are put in lower-tier facilities.

What I'm saying is, when doing legwork on a particular site or location; don't just focus on the brick-and-mortar, high-tech security stuff. Take the extra effort to also research the officers who staff and operate the place. Because you may find



that they may be your greatest obstacle, instead of some high-tech security system.

- At the risk of getting yet another verbal beat-down, I'm going to reiterate what I've said before: Guards are people, just like anyone else. They may or may not be morons or whatever, but they, like everyone else, are imperfect and needy. If you can find what they really want, you can use that against them. The same goes for any weakness. One only has to find the right pressure point and squeeze. It's an ugly truth, but it's still a truth. *sits back and waits for the inevitable abuse*
- Haze
- Yeah ... anyway, another thing to consider: obfuscation. You think that all top-tier sites are going to *look* like top-tier sites? Sometimes the best defense is to look like something you're not. This includes your security staff. I've broken into more than a few innocent-looking, somewhat rundown places where the guards look like they've spent too much time raiding donuts at the Stuffer Shack only for them to be crack operatives packing some serious heat and backed up by more of the same in terms of magic and Matrix support. Sometimes if it looks too good to be true, it usually is.
- Mika

CORPSEC'S OTHER DUTIES

The CSSI model does a lot to help create a cohesive and comprehensive system for securing a site or location, but there are other things corpsec and security providers do for their parent companies or clients that go beyond simple CSSI. These are duties that were greatly expanded on when corporations were granted extraterritoriality. And sometimes—actually, quite often—the people performing those duties are in direct contact (or conflict) with those of us in the shadows.

INTERNAL SECURITY AND EXTERNAL INVESTIGATION

Within most corps, security forces are their de facto police. On corporate property, any kind of crime or internal malfeasance is investigated by that corporation's corpsec—sometimes in tandem with outside law enforcement, sometimes not. These violations are not limited to just criminal matters. Matters of policy violation, rumors of wrongdoing, wanton negligence, gross incompetence, or anything pertaining to corporate citizens is also investigated and handled by corpsec and their own internal court system. This makes

for a rather interesting justice system as corporate citizens only have the rights that their parent corporation says they have.

- And if that doesn't scare you even just a little bit, nothing will.
- Sunshine

Because of various international and business laws, thanks in no small part to the Corporate Court basically controlling the UN, it's also not uncommon for corpsec agents and investigators to be assigned to "detached duty" with other corporations, local municipalities, or law enforcement service providers when a crime or incident is linked to or has repercussions to their corporations. While these agents are officially designated as liaisons or maybe observers, they more often than not have *carte blanche* to act on their corporate master's behalf, whether the local law enforcement providers agree or not. Should said investigators/agents run into any trouble or obstacles, they're usually able to exert their extraterritorial and/or diplomatic status under international and business law.

- Or more frequently, the parent corp has enough people in their back pockets or clout to make any such trouble or obstacles simply go away.
- Jimmy No

SCOUTING AND INTELLIGENCE GATHERING

Never one to rest on their laurels, every corp—be it a cheap startup or one of the Big Ten (or is it Nine now? *shrugs*) is constantly looking to expand. It may be working to move into other or new markets, it may want to acquire other corps or smaller companies, or it may be looking to build new corporate infrastructure in a new area. Either way, one cannot do this blind and on a whim. Every move a corp makes requires meticulous planning, maneuvering, and in some cases oversight. And before any of this happens, someone has to go out and see what's going on.

Most corpsec outfits have, in one form or another, specially trained operatives whose purpose is to scout a specific area and learn all they can. This includes the populace, local customs, local economy, physical geography, local crime and criminal organizations, and so on. This isn't only to determine potential threats and obstacles, but to evaluate their value as potential corporate assets.



Once initial investigations are completed, a study commonly known as a **Risk-Reward Report and Analysis** (called an **R-3A** in corporate parlance) is performed. Sometimes this task is performed by a single agent, but it's most often performed by a dedicated corpsec team, each focusing on a specific aspect of the R-3A.

- Even inconsequential details such as what the local populace typically has for breakfast is often reported, catalogued, and later evaluated. Never underestimate a corporation's ability to glean facts from seemingly innocuous sources.
- Fianchetto

Depending on the corp's specific goal, the R-3A may be done in the open with corp spin-masters hamming it up for potential propaganda PR purposes if the area is considered neutral or friendly. In other cases, such as in a hostile takeover situation, corpsec scout teams are obviously more covert about their efforts.

However, corporate scouts aren't just used for business expansion. Their secondary function also includes obtaining data on their rivals' activities, more commonly known as industrial espionage. When a corp sends its scouts into a region or location, it's common practice for a rival corp or company to do the same, usually to determine what their opponents are up to and whether it's possible to hinder or outright sabotage them. Datasteals, data manipulation, unwilling extractions, and in some severe cases assassinations are just some of the things rival scouts and scout teams enact on each other in the field.

- Okay, not being an expert on corporate security tactics that don't involve cracking a node or Matrix host, how does one accomplish data manipulation in the field?
- Netcat
- Several ways, but the most popular is called "poisoning the well." This involves finding out what particular data a scout or team is trying to find and doing what you can to mess with it. Obviously, data such as the size and population of a city is hard to manipulate, but when it comes to the metahuman factor, such as if people are surveyed as to how they feel about Corp X versus Corp Y and how they feel about the Z initiative, simply pay people to lie about it. In overcrowded, impoverished areas, this can be extremely simple to accomplish by just offering some nuyen or other necessity.
- Mr. Bonds

- Another way, if you got the contacts to pull it off, is to turn entire neighborhoods or even communities against the scouts. Spreading lies about the scouts' true purpose or convincing a community leader (possibly including gang members) to have their people tell the scouts to frag off are also viable ways to poison the well. Horizon is particularly efficient at this sort of thing. But you're gonna need either some major juice with the locals or the ability to offer something substantial in return. Attacking scouts directly can also work, but that's a short-term solution at best, as more scouts (and more protection) will soon be dispatched.
- Marcos

MOBILE PROTECTION DETAILS

Of course, doing field work poses an assortment of dangers for the operative and /or their team. And while most scouts tend to have the necessary skills to protect themselves while in the field, it's still difficult to focus on one's given task while constantly looking over their shoulder. So it's not uncommon for scouts to have a mobile protection detail assigned to them, or nearby for when the drek goes down. Depending on the particular mission profile, mobile protection details may be overt or covert while performing their duties. But unless they're guarding a high-profile VIP or corp exec, protection details tend to stay out of sight.

- Or both. A common tactic is to use high-visibility assets, who are usually armored and armed to the teeth, to draw the attention away from the low-visibility ones. All those slags in nicely tailored suits wearing mirrorshades and talking into throat mics aren't necessarily the ones you need to worry about. It's the ones who seamlessly and effortlessly blend into the crowd and are watching for people paying extra attention to the suits that you have to worry about. Because if they're doing their job right, you'll never see them coming.
- OrkCEO

In these situations, the average runner or runner team is going to have to deal with protection details first before dealing with the actual corporate scout team. But when doing so, remember a few key provisions.

First, protection details are usually pulled from the best a given corpsec team has to offer. These are highly capable operatives specifically trained to deal with the likes of shadowrunners. This is what they do, and they're paid very well to do



it. Failure means they lose everything, which is a powerful motivator.

Second, don't underestimate what they're packing. They may not be able to carry the most powerful weapons because of their mission profile, but what they do carry, they tend to be extremely efficient with. Protection units, both high- and low-profile, tend to stay mobile. Therefore they often tend to travel with and pack weaponry based on this concept. SMGs and carbines with high accuracy ratings and loaded with specialty ammo are often favored by these details as primary weapons. For secondary options, any pistol with an above-average accuracy rating (also packing specialty ammo) is also common. Melee weapons of any kind are usually used only as weapons of last resort. In addition to their weapons load-out, most corp protection details tend to have a host of support assets, such as Matrix, vehicle/drone, and magical support, especially for high-priority or high-profile missions.

- I've seen supposedly competent runners scoff at a corpsec officer with "only" a light pistol, right until that officer put a bullet right between their teammate's eyes. Knockdown power is a myth; accuracy and shot placement trump everything else.
- Balladeer
- Only if you don't care about collateral damage or the repercussions of such. Otherwise, high-volume fire and grenades work just as well.
- Rigger X

Third, this is a corporate escort/protection detail. This means that they have the funds to get whatever they may need as long as it helps protect their principal. It also means that they can usually get away with a lot of drek because corporate and international laws often bend favorably in their direction. This means that nine times out of ten, the local law enforcement will be on the corps' side. Nothing new, but it never hurts to be reminded.

Fourth—and this is actually good news for us shadow-folk—the corps generally try to show at least *some* restraint. Okay, not all but most of them, but let's not get ahead of ourselves. Public relations is very much a double-edged sword. If a corp is trying to make inroads in a particular area or schmooze a certain government, it's not going to help their case if their security operatives be-

come overzealous and waste a bunch of civvies. Kinda looks bad all around and plays horribly on the trid. That's something we can use to our advantage, but don't think the corps won't have contingency plans in place for that.

- Conversely, a heavily armed corp sec team assisting local law enforcement with apprehending (or eliminating) dangerous criminal elements (such as us) also gets a lot of traction on the trid.
- Danger Sensei

And fifth, realize that if attacked, most corpsec teams (again, key word: most) are trained to retreat and evade rather than engage in heavy, prolonged engagements. Doing so not only puts the principal in jeopardy but could have other long-reaching implications and repercussions. This can be used to one's advantage. But again remember, this is a scenario for which most sec-officers are specifically trained.

SO HOW DOES THIS ALL WORK?

So now that we've gone over some of the various terms, principles, and general knowledge about how corpsec operates, one may still be asking: How does this come together? While I can't say it enough that corps will do things differently, there are enough similarities to give a basic rundown on how corpsec operates in regards to that fragging CSSI doctrine.

LAYERED APPROACH

The best way to describe on-site physical security is to think of each part as a layer that together constitutes a whole. Simple enough. In order for Johnny or Jane Shadowrunner to get what they want, they'll need to figure out exactly how to penetrate those layers. To illustrate, let's look at a basic security response through a breaking-and-entering scenario.

Potential intruders need to consider the target's passive security measures, as they're usually the first thing they'll encounter. They'll need to determine exactly what passive security measures are present before they can figure out how to defeat them. If there's an outer barrier such as a fence or wall, what would be the best way to overcome them? They'll also need to determine if any sensors or remote-access cameras are watching those static structures. Those will need to be dealt with.



If the intruder can bypass or defeat those systems, they can continue to their objective. But let's say they didn't, and that an alert was sounded or alarm was tripped.

Not every sensor tripped or anomaly detected is going to put the target facility on lockdown. More likely some kind of measured response based on the site's procedures and/or post orders will be initiated. Most sites have different levels of alerts ranging from something mundane (such as a door not being completely secured) to motion being detected by a sensor, all the way to a full alert where intruders have been sighted and confirmed.

But depending on the nature of the anomaly or alert detected, at the very least a patrol (manned or unmanned) may be sent in to investigate the area. And while the site may not go on complete lockdown, it will be in an elevated state of alert and readiness until the anomaly is resolved. This elevated state typically brings other assets into play to look for additional anomalies.

- Going on alert is not only physically draining on officers; it's also resource-intensive. After too many false alarms or inappropriate responses, response times and overall effectiveness start to decline. That's another reason why procedures and protocols are important for secured sites. They try not to go to full alert until an intruder or emergency is verified.
- Cayman
- Yeah, but triggering a false alarm—or several—can be fun and work in your favor if you're playing the part of the intruder.
- Chainmaker
- Just don't overdo it. Too many false alarms in a short period of time is just the same as tripping an alarm and announcing your intent. It's something any security operative worth their paycheck is trained to watch for.
- Mika

If the responding security officers fail to detect anything, then the site's alertness and readiness may be lowered or continued for a short period of time based on the decision of the site security supervisor or officer-in-charge (OIC). Should the intruders continue to evade detection, they'll likely also have dealt with additional passive security measures. Additionally, intruders must counter the site's active security measures—the aforementioned active patrols and those monitoring the passive security measures. If an intruder can de-

feat all of those and ensure a method of escaping with their objective, then security has completely failed in its intended role.

However, should the intruder's presence be detected or confirmed at any time, a full alert will be issued and the facility/site secured per procedure and post orders. Typically, this includes dispatching security patrols to actively confront the intruder. Internally, specifically designated doors and areas are secured in order to protect the site's key assets and also to restrict and hinder an intruder's movements while affording responding security patrols the ability to move. This is typically accomplished through a specialized security officer (a.k.a., spider) who can open and re-secure doors as necessary.

Everyone should also know that securing a door and locking it are not the same thing. Securing a door means that the door or access point can be used, but only by authorized individuals. Locking (down) a door means that the door cannot be easily accessed by anything or anyone. And securing access points is not considered a lockdown-type scenario. Lockdowns are typically the last resort of a security force because it means securing and locking down all of a site's access points and therefore severely restricting all movement throughout the facility. While that theoretically contains the intruder, it also gives said intruder time to formulate a new strategy. One of the core tenets of emergency response is swift action; delays often work in favor of the opposition.

In the command center, the spider under the command of the site supervisor or OIC will direct appropriate assets to deal with the intruders while monitoring them to the best of their ability. Additionally, spiders will also direct other teams and assets to secure possible avenues of escape or position them as backup for the primary responding unit.

During a response, the spider will do their best to monitor, corral, and/or contain the intruders. Also based on the perceived threat and site protocols, the supervisor or OIC may authorize the use of reactive security measures in an attempt to defeat the intruders before contact with responding units is made.

- Some protocols allow for reactive security to automatically deploy without prior authorization as part of their response plan. More effective, in my opinion.
- Rigger X



- All the more reason to know a target's procedures and post orders.
- Cosmo

If the intruder threat hasn't been neutralized by the time responding security personnel arrive, then the responders will usually attempt to subdue or eliminate the intruders. In smaller, confined areas such as rooms and hallways, most sec-teams utilize small-unit tactics to deploy ordnance such as gas/toxin, flash-bang, or in extreme cases anti-personnel grenades. It's very rare for high-explosive ordnance of any kind to be used inside facilities for fear of damage to corporate/client property and assets (but it still happens!). In open or large areas, the specific type of weapons and ordnance employed will depend on protocol or the orders of the supervisor/OIC.

Until an intruder is neutralized or escapes, security assets will continue to be deployed against the intruders. In some extreme cases, outside assistance from sources such as local law enforcement providers may be activated to deal with especially dangerous intruders or situations. But this is not typical.

- Yep. Extraterritoriality combined with corp ego usually keeps outsiders out of normal business, unless the local law happens to be a subsidiary of the corp in question. Still, after a certain point, most corps don't want it to get out that someone got the better of them. Once an intruder is off their property, they typically back off and make it look like everything is normal. Now, this doesn't mean our intrepid intruders are home free. Nope, that just means that the corps may send someone more subtle out after them later where there are fewer restrictions on how they can respond.
- Bull

When all is said and done, the specific responses integrated into procedures and post orders is determined by corporate policy and the value of whatever was being protected at any given facility. Like anything else, security is a risk-vs.-reward endeavor. The more valuable an asset is, the more a corp is willing to invest in protecting it. And sometimes, asset loss is simply another part of doing business.

- Can you say "insurance payouts?" Yeah, I knew you could.
- Slamm-0!

SPECIFIC CORPSEC DOCTRINE, PHILOSOPHY, AND TACTICS

Now that we've gotten the dry, boring stuff out of the way, let's get to the *real* corpsec paydata.

As everyone has already guessed, corps and or their security providers often handle security in their own special way depending on the mandates and policies of their parent corp or their current client (who sometimes happen to be the same). And while each of them have studied various concepts and principles regarding security, including CSSI, everyone just has to do things their own damn way and each site will be different. This includes the way they're staffed and equipped. Both usually depend on what or who they're securing. So while the basic principles of corpsec may be similar across different corps and security providers, never assume that they're interpreting and implementing that data in the same way. Like I said, everyone usually does things their own way.

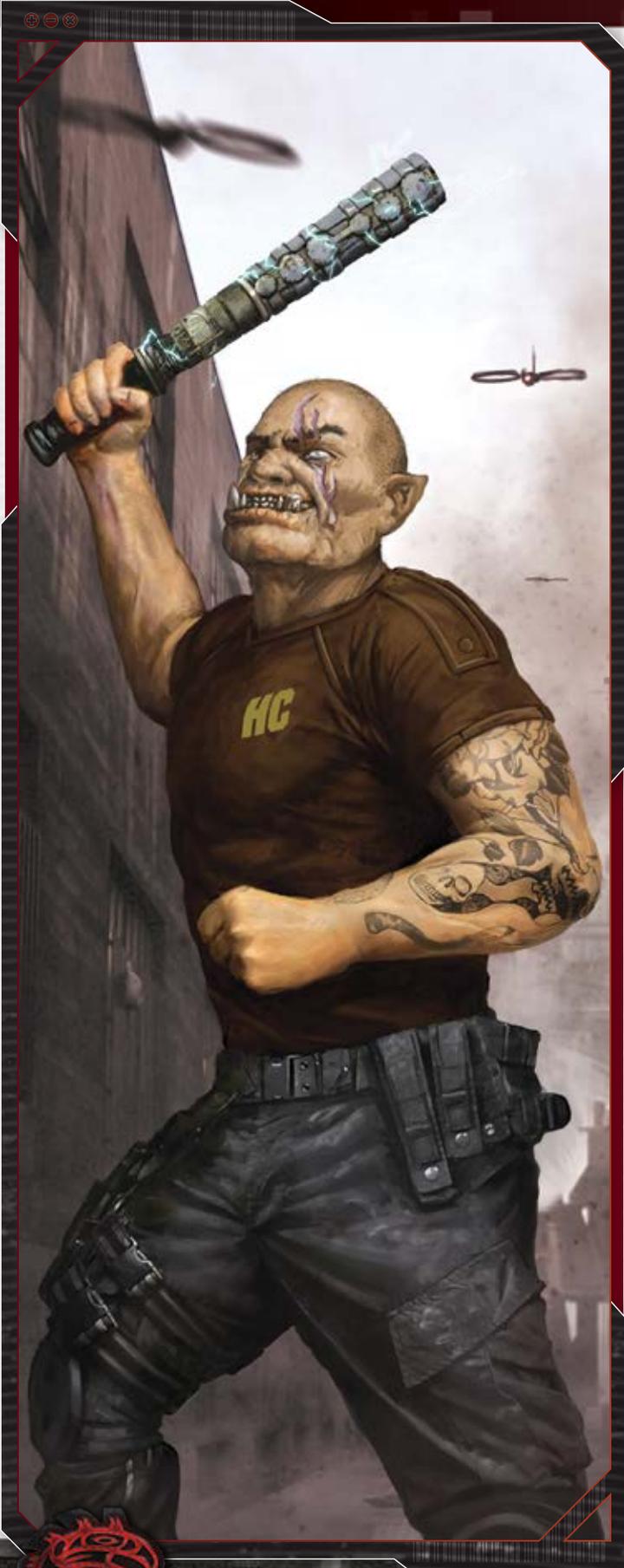
Now, I've done my best to provide as much paydata on each of the following as possible, but there's only so much space available in this file, so consider these the high points. Also, many (but not all) of these entries cover basic corporate security and not necessarily specific subsidiaries. Some of those are discussed later.

ARES MACROTECHNOLOGY: GOOD, BAD, AND BADER???

Of all the megacorporations, Ares has one of the most diverse security portfolios with—count them—three separate security service subsidiaries under their chromed, olive-drab-colored belt. But rather than try and bring them in-line with each other under some semblance of uniformity, the Ares board of directors has elected instead to allow each of these subsidiaries to retain their specific ... identities.

The biggest and most well-known of Ares' security providers is Knight Errant Security. Considered a personal pet company of CEO Damien Knight himself, KE is considered one of the jewels in that corporation's crown and for the most part is Ares' de-facto corpsec division. Because KE has been getting a lot of attention as a law enforcement contractor in recent years, many have forgotten that KE got their start by providing corporate security and still holds several such contracts worldwide, often





banking on the law enforcement branch's reputation to acquire choice contracts. Because Knight himself is intimately concerned with KE's reputation and public perception, KE security officers tend to act and present themselves as extremely professional at all times. While this means that KE tends to enjoy a bit more public support than other security providers, it also means they must remain ever vigilant against negative appearances at all times, which can sometimes hamper their effectiveness when operating in public. Otherwise, KE's corpsec division is pretty much what one would expect from a provider of their caliber: highly efficient, well equipped with the latest Ares products, and motivated to serve the corp.

- It's not uncommon for KE officers, both law enforcement and corpsec, to be extra *helpful* when in the public's eye or for officers who slip in this regard to face reprimands or sudden transfers to less than ideal postings.
- Turbo Bunny
- This just means they've gotten better at handing out the beatings and back dealings when no one is looking. It's also given rise to a certain kind of mentality and movement within KE, an extreme version of the 'us-versus-them' syndrome among the rank and file; even against their own command officers or supervisors. They feel like any minor mistake no matter how benign will get them fired, or worse, and are inclined to take more extreme measures to ensure their secrets and those of fellow officers. Those who go against this movement and report back to the higher-ups are labeled "Blue Falcons" and quickly, often brutally, dealt with.
- 2XL
- Blue Falcon?
- Treadle
- An old military term that means "buddy fucker." It's someone who purposely frags over their buddies or squad mates to make themselves look better.
- Picador

The same can't be said of Ares' other two security providers, Hard Corps and Wolverine Security.

Both are currently listed as corporate security providers, and thus far no one has been willing (or crazy enough) to contract either as law enforcement service providers on a wide scale. Both have earned reputations for their extensive use of lethal force techniques when executing their duties. While *most* in the security business consider Hard

Corps and Wolverine to be beyond excessive with their use of force, this has not stopped either company from finding contracts.

- That's because in the places where Hard Corps and Wolverine are contracted, their propensity for dealing with problems using lethal force is considered a benefit rather than a hindrance. Of course, most of these contracts are in some of the worst hell-holes on the planet or areas of extreme lawlessness. Last time I checked, Hard Corps had a contingent stationed outside the SOX Radiation Zone. Wolverine was recently contracted to 'keep the peace' at the Kowloon Walled City in Hong Kong. Not sure which one of them got the worse deal.
- Red Anya

While both providers have reputations for brutality and violence, both have earned those reputations in different ways. Hard Corps seems to revel in their reputation and often hires officers with a propensity for history of violence. Military officers who received dis-honorable discharges for assault and similar charges, KE officers who were demoted and transferred out of the company for excessive use of force, or those of similar persuasion who like to bust heads first and ask questions later all seem to have found their way into Hard Corps. When dealing with security issues, Hard Corps is very straightforward; they go at problems head-on. What they can't intimidate they will often beat into submission or worse. Then, when it's all over, they might start asking questions.

- In all fairness, Hard Corps isn't completely full of testosterone-overloaded, musclebound, knuckle-draggers. Some of the commanders are fairly intelligent while still being downright scary. One would have to be in order to lead in that outfit. But Hard Corps doesn't get the choice contracts or support from Ares that the KE boys and gals enjoy. So they often have to use their reputation in order to (hopefully) end confrontations before they get out of hand. Guess you could say there's a method to their madness.
- Cayman
- Or just madness. Hard Corps would wear full tac-gear to help kids cross the street ... and then yell at them to hurry the frag up while pointing guns in their faces.
- Netcat

Meanwhile, Wolverine Security seems to have mellowed slightly over the past few years. Their reputation for using excessive force is still intact, but in-

stead of following the more in-your-face approach they shared with Hard Corps, company execs have instituted new policies that call for more of a customer-service-friendly approach—before they shoot someone in the face. Repeatedly. For many years before being bought out by Ares, Wolverine was one of the few companies in the security business that wasn't afraid to use deadly force when most everyone else started leaning toward less-than-lethal options. They were so bad that, during his tenure as head of Lone Star, Clayton Wilson once called Wolverine "nothing more than a pack of wild animals waiting for someone to turn them loose."

- Coming from the former head Star himself, that's rich. But it still says something.
- Sunshine

Like their namesake, Wolverine is a relatively small company whose officers make up for their lack of numbers with sheer ferocity and willingness to go straight to lethal force. Despite their current mandates, Wolverine officers usually don't bother with small things like talking to work something out. Cause a problem, Wolverine officers take action, sometimes without a single word being exchanged. If a subject doesn't present a weapon, they may simply get Stick-n-Shocks in their ass. If a subject has anything even resembling a weapon, they better have their wills on file somewhere.

- Even in this day and age, I'm still surprised either of these companies still exist. The liability these jokers incur is insane!
- Icarus
- Look at it this way: They make KE look that much better by comparison. And besides, Ares has some of the best liability insurance and corporate lawyers around. On top of that, extraterritoriality is built to reduce corporate liability on their property. If they had to do something to you on their land, it's your fault.
- Mr. Bonds
- And it never hurts to have some attack dogs around for when you need them.
- Kane

AZTECHNOLOGY: NEW LOOK, SAME OLD PRACTICES

Of all the corporations that have embraced or at least adopted some aspects of the CSSI securi-



ty model, Aztechnology seems to have taken the concept completely to heart. After assisting Aztlan with their victory over Amazonia in 2075, Aztechnology's star has been on the ascendant with a massive corp-wide upgrade spree fueled by some of the best stock prices they've seen in the past three decades. Winning a war and helping take out a great dragon will do that. One of the many programs to benefit from this has been Aztechnology's security forces. Their main security branch, Aztechnology Corporatate Security (ACS), previously held a reputation for unnecessary bloodshed on par with Hard Corps and Wolverine, further undermined by persistent reports of incompetence. They were a joke in corpsec circles, and had been for years.

With Aztlan's and Aztechnology's current PR ratings higher than ever, however, Aztechnology has recently begun rebuilding ACS's overall reputation. One of the first changes made was to start implementing the CSSI model of security corporation-wide.

- Not that they really needed it, but taking new initiatives and promoting new and exciting change is part of what's keeping Aztechnology popular these days. It's just another PR strategy.
- Pyramid Watcher

As part of this, Aztechnology has initiated an "all of the above" approach when it comes to on-site physical security. Even in the smallest Aztech facilities, all facets of security—including procedures and physical security systems—are receiving major upgrades and overhauls. As quickly as they can install it, new security technology and features are being implemented in Aztechnology sites. The core of these upgrades is starting in Aztlan, with plans to work through the rest of North and South America and then to facilities in Europe. Eventually, this means that all Aztechnology sites will eventually become mazes of redundant active and passive systems and the latest security technologies.

- What Hard Exit is describing has "trap" written all over it.
- Stone
- Good, I've felt the need for a new challenge.
- Mika
- Don't be an idiot. But I do have a question: What about all of Aztechnology's other non-ACS security units? I've

broken into Aztlan facilities before, and the slags I've faced there were anything but undertrained. It was one of the few times I was actually fearful for my life. Or is this going to end up being another "keep reading, more on this later" drek?

- Ma'Fan
- Gee, it's like you can read my mind.
- Hard Exit

Unfortunately for ASC—but fortunately for professionals like us—Aztechnology seems more intent on physical security safeguards and new tech over training and procedures for their security officers. This has done little to increase ACS's reputation within the security provider community. Without adequately trained personnel to take advantage of the upgraded technologies and systems, only time will tell how effective they'll be. This new period of upgrading and integrating their CSSI systems may prove to be unfortunate for Aztechnology and leave them more vulnerable than originally anticipated.

- I call fifty-fifty odds on that. Aztechnology didn't get to where they are by being stupid. And while I'm not questioning Hard Exit's data, it strikes me as a rather idiotic move by the Azzies to do all of this upgrading at once. It's like they're almost begging to be hit by someone with an axe to grind. Bright Star and Black Star are some of the first to come to mind. Wait, does anyone know of any facilities in Bogotá that are undergoing this upgrade?
- Marcos
- As a matter of fact, yes. There are two of them currently being upgraded, with three more scheduled after the first two are complete.
- Pyramid Watcher
- Frag. I got some calls to make.
- Marcos

Overall Aztechnology can be hit or miss, based on the officers' capability levels at any given site. Every so often they seem to get a few firebrands looking to make a name for themselves, but eventually the reality of their situation wears them down. When they are motivated, ACS officers and security can be formidable, because they fear failure and what it may mean for them or their families. But fear isn't a substitute for skill and training.

Until all of the planned upgrades are met, one can pretty much expect the current status quo to



continue, at least for the interim. When visiting an Aztechnology site during normal business hours, the first impression that comes to mind in terms of security is “adequate, but not exceptional,” especially when dealing with ACS. The officers perform their duties adequately, but it’s not uncommon to see a definite lack of enthusiasm or motivation in them. Uniforms and equipment will often look functional, but a bit worn. If one had to apply the stereotype of lazy, uneducated security guard, ACS fits the bill.

EVO: KEEPING CORPSEC WEIRD

- I have to put a bit of a caveat on this one. With the state of the corporation in flux, I have no idea of how much longer this paydata will be valuable. But, as it stands at the time of this file’s posting, this is the current state of Evo’s security practices. So take it or leave it, because this is about corpsec, not current corporate events.
- Hard Exit

In my personal opinion, running against an Evo facility is even more of a crap-shoot than any other corp. Why? First, look at their corporate culture. For years they’ve been all about “helping people be the ultimate they can be” or some such marketing dreck in addition to their pushing a narrative of all-inclusiveness. What this means for corpsec is that they’ve never met a piece of tech (security or otherwise) that they didn’t like. Add in the “all-inclusive” factor and you’ve got security that’s difficult to predict and even worse to run against. Not impossible, though. Still, more than any other corp, one better do their legwork before even thinking about trying something against an Evo site because you can literally be facing *anything*.

While typically physical security tends to differ by location based on said location’s specific needs and environmental factors, Evo takes this one step further. It’s fairly common for Evo security specialists to use their sites to field-test experimental technologies and systems in addition to standard physical security systems as backups.

- And some of this experimental tech seems to come right out of bad science fiction. Last year, as a personal favor, I assisted a team running out of Ukraine. Our target was a biogenetics research facility, and security was no tighter than usual. I got in just fine. After making sure a back door would be unlocked for the rest of the team, I decided

to make egress but still had access to the image-feed. I don’t know what I saw, but it looked like the corridor they were traveling down became alive with some kind of bio-mechanical tentacles. Some of the team was subdued, others were ripped apart. I didn’t stick around to see what happened after that.

- Ma’Fan
- And that’s not the worst of it. It’s not uncommon for intruders to be allowed access to certain areas just so a specific security system’s performance can be evaluated.
- Plan 9

It’s also not uncommon at certain Evo facilities for entire security protocols and procedures to be completely changed to accommodate certain members of a security staff. While this may seem counter-productive to every corpsec principle, not to mention common sense, Evo considers these situations vital to the overall company image and culture. At least they also seem to have a method to their madness considering what some of their current staff are. In some of these areas, it’s not uncommon to have to deal with a few metasapients roaming around entire sections of the facility modified to make them more hospitable for their special employees. It’s also quite common for paracritters of various types or even free spirits loyal to the corp to be deployed at Evo facilities, especially those considered to be grey and black sites.

- There’s one Evo facility in Southeast Asia that relies heavily on nagas for security. Apparently, the inner section of the facility that surrounds the main vault has been made up to emulate a naga’s natural habitat. The entire area looked like someone grew a jungle indoors, and the humidity was so thick it would fog your optics up right quick. Mr. Johnson offered me and several others a lot of ‘yen to hit the place. After discovering this during our recon, I backed out. Rep took a bit of a hit, but I lived to run another day. Never found out what happened to the rest of the team.
- Cayman
- I’m wondering about the rumors that Monads have taken up a rather significant position within Evo. But if Hard Exit says anything close to “read on” or “we’ll get to that later,” then I swear to Ghost I’ll knock her teeth in.
- Ma’Fan
- Fine, I won’t say it. And you’re welcome to try anytime, cupcake.
- Hard Exit



HORIZON: LIGHTS, CAMERA, SECURITY!

In terms of corpsec, Horizon has always been difficult to pin down. Compared to other members of the Big Ten, up until recently they've had relatively little classic industry in their portfolio and as such had little need for traditional security at their facilities. But with recent acquisitions, that's changed a bit. At those subsidiaries where such security is warranted, such as Horizon Transglobal that deals with space tech, or Singularity that handles Matrix tech, the typical security is no better or worse than anywhere else. Officers and supervisors are competent and tend to be loyal to the company because of the nice benefits packages they receive. Combined with Horizon's extremely popular reputation for being an extremely progressive corporation, this makes it a bit more difficult (but not impossible) to turn an officer against the company. Physical security in these locations tends to be modern but unremarkable. You should always, though, count on security officers at any Horizon facility or subsidiary to greet people and tend to their duties with a smile.

- Don't let it fool you—it's not the rank-and-file sec-guards manning the guard stations or walking patrols that one needs to worry about. The Dawkins Group always seems to have personnel of some kind around watching over things. They usually have buzz-word-laden job titles like "project efficiency advisor" or "intra-divisional coordinating representative" that grant them all sorts of authority and access to just about anywhere on a Horizon site. Their job of late seems to be to make sure that no bad elements contaminate the Consensus. Funny thing is, the Consensus determines what or who is a bad element.
- Sunshine
- Oh, that's lovely. Nothing could go wrong there!
- Cosmo
- I've also been hearing chatter about the Dawkins Group headhunting various interrogation specialists from security and intelligence agencies worldwide. Take that for what you will, but I find the prospect of such individuals working on directives from the Consensus quite disturbing.
- Thorn
- Interesting, because I've also heard the same but instead of spooks, they're recruiting a great many psychologists and sociologists from various universities.
- Elijah

While their classic, CSSI-type security is unremarkable, the one area where Horizon security operatives excel is with their executive protection and security details. With most of Horizon's holdings being media-based in some form, it's unsurprising that ensuring the protection of their stable of sim and trid stars, producers, and directors is high on the corps' list of priorities for protection.

When it comes to protecting these assets, Horizon protection details (unofficially called "Protectors" in company parlance) tend to take a layered approach by employing both obvious and undercover agents. At official sites, such as studios, production companies, or location shoots, uniformed studio security is common (especially at the former), but most of the time they're there just for show (no pun intended). Horizon's true security is provided by the people you don't see.

Horizon Protectors are chosen not only for their martial skills and ability to protect their principal but also for their ability to blend in into the background. Those who are actual corporate employees or have long-term contracts tend to take on roles such as members of the principal's staff or entourage. In cases where their primary function is to protect a location and not an individual, they sometimes take on the guise of receptionists, office staff, or maintenance.

In short, at a Horizon facility, never assume who is and who isn't corpsec.

- Speaking of short, before he retired last year, a halfer slag named Connors worked at Truman Distribution's main office as head of their on-site Protectors. Thing was, everyone thought he was just the scruffy janitor. Little did they know that his waddling, rotund frame packed delta-grade 'ware, and he was known for taking trolls apart with clubs or bare hands. There's even footage floating around of him taking out a fan/stalker with a fragging mop in less than three seconds. Rumor has it he personally hand-picked and trained his successors (yes, plural), but no one except top execs knows who they are.
- Bull
- Horizon Protectors aren't exactly a corporate unit per se; rather, they're individual or multiple specialists hired to provide security either for a specific amount of time or on long-term assignments. And yes, it's not uncommon for Horizon Johnsons to hire trusted 'runners for some of the temp jobs, especially when the job is short notice.
- OrkCEO



- More often than not, Horizon (and other corps, for that matter) will hire runners to act as advance scouts of an area rather than the actual protection detail. Those who are tapped for protection details tend to be company people in all but name.
- Kia
- Protectors also have access to a variety of exotic and regular weapon types. While they tend to use less-than-lethal approaches as much as possible, Protectors have zero issue with making problems simply disappear. Corpsec is one of the areas where Horizon can be just as ruthless as the rest.
- Red Anya

MCT: TAKING ZERO DREK

If there were an award for the corporation with the highest runner body count, it would easily go to Mitsuhamma Computer Technologies.

While the fact of the matter may be difficult to confirm, the sentiment is common in the shadows. Of all the megacorps, MCT has the regular corporate security most known for taking their particular brand of corpsec and turning it into a very efficient and brutal art form. Veteran runners know to take any run against MCT very seriously for this reason alone. Those who don't usually end up occupying a body bag—assuming there are enough bags to go around.

- Those who do manage to survive and are caught often wish they'd been geeked.
- Netcat
- Only if you don't have anything else to offer them, or are a technomancer.
- Clockwork
- Really? You get caught on a botched run and you think MCT is going to give you the time of day because you have skills? They're more likely to peel your mind into ribbons while they try to discover who hired you, what your job was. They'll leave you drooling on a table and then kill you for spare organs. If you had truly marketable skills, they figure, you wouldn't have been caught in the first place. MCT doesn't make deals with failures.
- Rigger X

So how did MCT get such a pants-drekking reputation in the first place? Long story short, they developed this little policy and philosophy that became known as the "Zero-Zone." This policy

mandates zero access for any unauthorized persons in specific areas enforced primarily by the use of lethal force to achieve zero resistance. And leave zero witnesses.

Normally the CSSI methodology calls for a layered and measured response. Well, MCT threw the measured out of their corpsec portfolio. Their idea of "layered" is multiple layers of lethal-force systems and "measured" is how tight their shot-groupings are. I can't say it any more plainly; MCT's security officers and in many cases their automated systems will simply shoot first and maybe ask questions later. And there will likely be a *lot* of automated and reactive systems. Why bother risking actual humans (not a typo) when a sentry gun or drone can do the job? But when you do run into an MCT response team, don't expect them to pack anything *less than* SMGs or heavy pistols loaded with either explosive or APDS ammo. Plus, they don't seem to have a use for less-than-lethal ammo types. They typically wear at least medium to heavy security armor with all the amenities. In terms of tactics, MCT security officers and responders are big fans of employing methods that isolate, entrap, or herd, and then move in with multiple layers of overwhelming force.

- Another of their more favored methods in areas where flying lead may not be an option is to seal off a room and pump in some toxic gas and thermal smoke. Even if the gas doesn't get you, the decreased visibility becomes a factor. Hell, I've even heard of MCT flooding certain facilities with seawater.
- Kane
- MCT magicians are also fond of using multiple spirits against intruders in conjunction with combat spells. During his field days before being promoted to train new officers two years ago, MCT's former Neo-Tokyo regional security chief, Shiro Ozama, liked to use physical barriers to box in intruders and then sic spirits on them. He also liked opening trapdoors in floors and casting illusion spells over the openings.
- Winterhawk
- He's nicknamed *Shi no Akuma* for good reason.
- Mihoshi Oni
- And of course, don't forget the Matrix. MCT hosts and nodes are loaded with Black IC of the frightening kind. Much like their physical counterparts, MCT spiders like to trap, then eliminate.
- Pistons



And speaking of their security officers, MCT corpsec is feared and respected for a reason. They tend to care little about social niceties and leave all the touchy-feely stuff for the HR reps. This allows MCT to focus on drilling discipline and professionalism into their officers. MCT corpsec operates like a precisely engineered Swiss watch—every action, every movement, is designed to maximize efficiency and response while minimizing waste or anything deemed unnecessary. MCT security personnel are also known to be some of the most fanatically loyal to their parent corporation, even more so than troops from the other Japanacorps. And the fact that MCT is now the top corp has only galvanized their devotion. MCT security officers consider it their sacred duty to defend their corp with their lives, and their fanaticism level is almost on par with Renraku's.

Ironically, this is also considered MCT's greatest weakness. Adhering to strict responses and such, while beneficial in training and coordination, if sufficiently disrupted can throw the entire system into chaos. To have any chance against MCT, this is where I suggest runners concentrate their efforts: disrupting their command and control. MCT security may be formidable, but their rank-and-file are so tightly drilled and conditioned to act in specific ways that they sometimes have a hard time adapting or thinking outside of the box. This is the chink in MCT's armor.

- That's all well and good, but sometimes you don't need to be creative when you have overwhelming firepower.
- Glasswalker
- Or you could just kill every bloody one of them before they kill you.
- Chainmaker
- Not gonna even dignify that with a response ...
- Hard Exit

NEONET: EVERYTHING MUST GO!

This one's gonna be brief.

If I would have gotten this little homework assignment for JackPoint a couple of months ago, I would have talked about how NeoNET had some of the tightest corpsec methodologies in the business. I would have talked about how they had a very professional and balanced approach that kept runners on their toes through a combination

of SOTA security gear, solid procedures, and personal motivation without being quite so fanatical. I may have relayed how an associate once called NeoNET a mixture of smaller corporations that never quite blended but yet became more than the sum of their parts. Not sure I agree with that, but what the hell. And I may have commented on how in terms of corporate security, combining these features made NeoNET a sort of a wildcard.

Well, they're still a wildcard, but with their current corporate situation slowly unraveling, there's a new factor in play: desperation. While the corpsec officers affiliated with the corps that seem to be weathering the current Neo-storm are doing just peachy, the rest are scrambling, afraid for their livelihood. And to be honest, their fears aren't unfounded. Many are hoping to be picked up somewhere else but know that's not very likely—that is, unless they can show how valuable they are. This means that in some cases you have desperate people trying to stand out, and that means going above and beyond the call of duty. Patrols may be a little longer, the investigating of anomalies or alarms may be a bit more thorough—anything they can do to pad their employment record.

- It also means that some security officers are going out in a blaze of glory. Some can't even consider life outside of the corp. Others are hoping their families will get their death benefits and be taken care of.
- Danger Sensei

On the other side of that coin are the bitter ones who now have an axe to grind and are now looking out for Number One. Why should they care about a corp that just drecked on them after several years of good service? These individuals can either be a boon or a bust for runners. They could possibly be your new best friend, or they may just stab you in the back for laughs anyway.

Long story short, take everything you knew about NeoNET and toss it. Because until the dust settles, there's no real way to know how this is all gonna play out.

RENRAKU: SECURITY THROUGH SUPERIOR UNITY AND HARMONY

When most people think of Renraku, a few things like Red Samurai and the Arcology Shutdown come quickly to mind, and with good reason. After the arcology snafu, Renraku went through an





extensive two-year period of procedural review and restructuring as part of internal company efforts to figure out what the frag went wrong. My guess would be letting an AI take over your systems would be number one on that list, but I digress.

In terms of their CSSI philosophy, Renraku is on par with other Japanacorps in terms of execution and procedure. Like their rivals at MCT, Renraku prefers an “all of the above” approach, with multiple redundant layers of both active and passive security measures. And at all levels, and no matter the provider, Renraku CorpSec is extremely tight. They take every alert seriously and leave no stone unturned.

- Renraku is also *slightly* less bloodthirsty when it comes to dealing with security breaches and intruders. They

tend to employ less-than-lethal measures, especially in areas that could potentially spill out into public areas. But just because Renraku security may be packing gel or Stick-n-Shock rounds that won't necessarily punch your ticket doesn't mean you can react easy. They have zero qualms about shattering bones or removing limbs when applicable.

- Cayman
- This is because the specter of the Arcology Shutdown still hangs over the company, and Renraku is desperate to bury that particular part of their history. But the scars still remain. Wow, that sounded almost philosophical.
- Baka Dabora

While Renraku has some of the best corpsec around in the form of the Red and Blue Samurai and their basic security grunts of Najima Securi-



ty, they also have another ace in the hole when it comes to their security methodology. And that would be their standard, everyday employees.

It may sound a bit odd and fly in the face of what we know about wage slaves and corporate drones, but Renraku's current corporate climate has become a factor in their corpsec methodologies. Without getting into too much detail, Renraku sees every employee not just as another faceless cog but as an integral part of the whole. Employees are encouraged to reach their full potential to be better. Basically, it's a version of the Bushido Code that, from what I researched, goes back to Japanese employees of the twentieth century.

So what does this have to do with corpsec? While most corps tend to have their people be sheep and bow down to authority, Renraku encourages their employees to *act* (but still bow down). If they notice something amiss, they're duty-bound to report it, no matter how insignificant. While most corp-drones tend to keep their heads down, Renraku employees, because they strive to be samurai within the corp, do the opposite when given the chance.

- Acting doesn't mean trying to stop something, although it's not unheard of for Renraku employees to occasionally take the whole Bushido thing seriously and try to stop a threat or intruders on their own. That usually doesn't end well for them. But it creates another factor that we must consider. Will the average wage-slave samurai pose a serious physical threat to professionals? Magic Eight Ball says no. They *are*, however, a factor that could seriously frag with a well-laid plan by just sounding an alert. Or they may actively resist instead of cowering like other drones tend to do. Treat them as an additional layer of security.
- Danger Sensei
- Also be aware that Renraku likes to employ special public assistants at all of their public venues. While they look and act like glorified greeters to balance out the PR in regards to Najima and the Red Samurai and are the nicest people you'll ever meet, they're still part of corpsec and are well-trained observers whose sole purpose is to identify potential threats. This includes recognizing who's doing physical recon at a location.
- Thorn

SAEDER-KRUPP: OFFENSE IS THE BEST DEFENSE

In terms of their corpsec methodologies, S-K is pretty much what one would expect from

the former number-one and now number-two megacorp in the world. They're efficient, they're good, and they know it. Backed by a host of subsidiary companies that include arms dealers, computer tech, mil-spec tech, magical services, and more, S-K Prime security officers (who handle most of their corpsec) want for nothing. They may have lost some of their swagger, but not all of it by any means.

S-K has their own version of the CSSI doctrine, one that includes a more proactive rather than reactive methodology. This means that instead of being reactive and waiting for someone to try and take their assets, S-K would often act on intelligence gathered from their many sources to go after what internal company memos called "targets of potential threat." Yeah, that's right. For decades S-K has utilized assassins and hit-teams to take out anyone they considered a *potential* threat. And you can bet nuyen to donuts that some of these targets weren't just a threat to the corp, but to Lofwyr himself. Because what's the point of having a powerful megacorp at your disposal if you can't use it for personal gain, am I right? I've known more than a few runner teams who met with various accidents a few days before they were supposed to run against S-K or a subsidiary.

- Yeah, I knew a B&E guy who had the unfortunate luck of falling on his combat knife eighteen times a mere ten hours before his run against Onotari Arms. Funny how that kind of thing just happens.
- Kia

While this isn't news to any of us, it's worth noting that in terms of their corpsec, S-K never acquired any dedicated security companies because they felt that they didn't need them. They believed that the corpsec from S-K Prime, along with corporate military forces, was more than adequate. And truthfully, it was. But then out of the blue, S-K acquired Centurion Security in a very swift and hostile takeover. Furthering the confusion is the fact that S-K really hasn't done anything with Centurion since acquiring them. The bulk of their corpsec is still handled by S-K Prime, and no attempts to get Centurion any major new contracts have been made.

- S-K has been busy with Centurion. In the past few months, almost a quarter of Centurion's staff has been given their walking papers. No reason why, and a lot



of very highly skilled employees were suddenly on the streets. This is likely dragon logic at work, so we will not understand it immediately.

- Mr. Bonds
- I've been hearing rumblings since GeMiTo that Lofwyr has been seeking new ways to bolster his intelligence-gathering apparatus. Current rumor is that he's planning on re-filling Centurion with undercover agents to gather intelligence from future clients and contracts. If it works as planned, S-K will have a new intelligence division. If not, well, that's what the term "disavowed" is for.
- Thorn

SHIAWASE: OUR OWN WORST ENEMY

I've always felt that Shiawase has always been a bit of a living contradiction. On one hand, they have a somewhat rigid corporate culture and structure, but at the same time they allow their individual divisions the latitude to conduct their business affairs as they see fit. Now, I'm not a corporate culture expert, but when trying to come up with some kind of primer for this file pertaining to Shiawase's corpsec, it can be damn frustrating.

Shiawase tends to stay in the background, never really making any waves that get them noticed. As far as I can tell, after becoming the first megacorp to sue and win for extraterritoriality back in 1999, they really haven't done anything—positive or negative—that would get anyone's attention, unlike corps such as Renraku, Horizon, and Ares.

Their corpsec is competent, more or less, with some variance depending on the specific division and physical location. Ultimately it seems rather unremarkable on the surface. But that just means chances are good that there's something I'm missing.

- Wonderful, in-depth analysis here. Hey Glitch, if you need someone to do a briefing like this again, give me a call.
- OrkCEO
- Given what I know about what really happened in Argentina, I suggest you keep your soy-hole shut or you'll find just how grumpy I can get.
- Bull
- Shiawase is known for integrating spirits into their overall security, more so than most other corporations. Include that into any plan against them.
- Winterhawk

While Shiawase owns Desert Storm Security, the majority of their mundane, day-to-day and or lower-tier corpsec is handled by Shiawase corporate security under guidance of the Market Forecasting and Information Department, or MFID. One would think they'd have better things to do, but there they are. Basically, Shiawase's intelligence agency, the MFID has been busy lately dealing with the latest round of corporate leadership infighting. In some cases, these spats have bled into the corporation's corpsec where contradictory orders have been issued and post orders changed for no logical reason.

If there is weakness in Shiawase's corpsec armor, it's the current internal politics. Too many in the corp are busy trying to seize personal power while looking like they're not doing it. It'll be interesting to see how their behind-the-scenes maneuvering shakes out.

WUXING: ALIGNED FOR SUCCESS

While Wuxing has a corporate security force to handle security at their facilities, it's not unusual for Wuxing or their subsidiaries to hire out or subcontract on a local level depending on the needs of a specific facility or project. This also includes hiring or contracting other security companies that belong to corporate rivals such as Knight Errant or Lone Star. This practice also includes turning to the local shadows when the situation calls for it. Because of this, the level of professionalism and overall effectiveness, as well as the specific tactics and methodologies at various locations, will vary. On those sites or locations where Wuxing Security proper is present, they tend to be no better or worse than any other corpsec security outfit. They're highly professional, but nothing stands out about them, which is par for the course for the megacorp.

- In the past two years, it's become common to see members of the 58th Battle Brigade mercenary unit providing supplemental support at Wuxing's subsidiary sites or on their ships. Ever since Wuxing took Prometheus Engineering, the 58th seems to always be nearby.
- Picador
- Which is odd because we don't hear much about Prometheus anymore.
- Icarus



- Wait, aren't we missing something here? I know for a fact that Wuxing has a maritime security unit.
- Sounder
- No spoilers. Read on.
- Hard Exit
- Of course it's further down, heaven forbid we put all the data in the same place.
- Ma'Fan
- Ya know, people need to just chill before I start swinging the banhammer again.
- Bull

When discussing anything related to Wuxing, it's almost impossible not to bring up the topic of the corp's fascination with feng shui and geomancy. Like all aspects of the company, Wuxing corpsec specialists have even gone so far as to integrate it into their own corporate CSSI policies and procedures. From the placement of passive security measures to even where, how, and when patrols are conducted, Wuxing has gone out of their way to make sure that their precious energy flow is maintained. Everything—and I mean *everything*, right down to the paint pattern on the walls and physical signs—are put where they are for a reason. Many of my magically inclined associates have commented that this principle of energy channeling is also a form of passive security. Security magicians are said to become attuned to this flow in such a way that any disruption of the energy through these items is treated as a potential alert and responded to accordingly.

- So ... there's no real way to break into a Wuxing facility without triggering this magical alarm?
- Turbo Bunny
- Yes and no. I've done some of my own research, and the best way to look at it is like a giant ward. There are ways to bypass it without alerting the magician, but like anything else there are risks involved.
- Lyran
- It also means that Wuxing's corpsec is extremely coordinated, maybe even a little bit predictable because in order for this system to work, everything must literally be in the proper place. It makes for a very interesting puzzle.
- Wintehawk

PROMINENT CORPSEC UNIT BRIEFINGS

Now that I've said my piece about *what* we're fighting against, it's time to take a good hard look at exactly *who* we're up against. A lot of the Big Ten and a few AAs have their own security forces or own/control subsidiary companies to handle their corporate security needs. Among these companies are often special go-to units or independent companies worthy of note. Or in other words, they're the ones that give people like us headaches. To give a quick rundown on some of these prominent groups and companies, I've reached out to several associates (yeah, I'll vouch for them before anyone asks) from within and from outside JackPoint to lend a hand because I sure as hell can't be expected to know and do every damn thing. That, and I have my own personal business to attend to.

AZTECHNOLOGY: DASSAULT AND SECURITY ANIMALS

POSTED BY: HUNTER

Aztechnology has the most polarized reputations on the planet. The view from the streets versus the shadows is night and day. Their special security forces are firmly entrenched in that night side, with little restraint when it comes to administering security procedures and a reputation for bloodshed in the name of public safety from ACS (Aztechnology Corporate Security). Meanwhile Dassault, their external corpsec outfit, keeps a cleaner rep with a little more distance from the Aztechnology name.

Every Aztechnology site in the world is secured by the ACS, though the basic officers are often supplemented by more elite (and more feared) units. This distinction is quite necessary, because the basic ACS officer is pretty piss-poor. They aren't the best trained and have a very direct and unflinching style of security. When compared to other corpsec forces, they're ranked low in terms of training, but they make up for this with primo gear and the latest tech toys from R&D.

And if those sad sacks are still some of the most feared security grunts on the planet, you



can understand why their elite guards, the Jaguar and Leopard units that have both the tech and the training, are spoken in the same hushed sentences as the Red Samurai and Tír Ghosts.

The main distinction between the two is their service area. Leopard units are used all over the world. They function as the special operators of the Azzie sec-force and guard every high-value Aztechnology site in the world, including the HQ pyramid in Seattle. The Jaguars are all homebodies. Not that they're lazy and couch potatoes, in fact they're the exact opposite. They don't operate outside Aztlan. They are Aztechnology's homeland security. The main pyramid in Tenochtitlan is crawling with these security bad-asses. Both groups split their enhancement flavor between cyber/bio and physads, with more going the artificial route because, well, you don't have to be born with cyber. Both also have their own internal cadre of spellcasters, most of whom have been studying their nation's religion long enough to see no issue with the blood magic they perform. It's not all of them, but enough that you need to keep it at the forefront of your mind that they might sling blood-fueled mojo. Not something anyone wants to be on the receiving end of.

- ACS has been steadily increasing their use of biodrones and paranormals, each seamlessly integrated into their units to supplement, support, and augment the capabilities of their counterparts. As one might expect, gene-modded jaguars and leopards are the most common companions.
- Turbo Bunny

If ACS is at every AZT site, what does Dassault do? All the rest. They have a similar arrangement of standard security officers, heavily bolstered by their tech, but their elite units are not quite as abundant. They also have a distinctly different style when it comes to enhancements, providing officers with chemical enhancers rather than cyber or bio. The secondary benefit of chemboosts is an easier time at the doc. No need for a cybertechnician for the patch up, along with increased physical integrity, tends to make it easier to fix.

As the name probably clues you in to, Dassault also tends to have more motorized support, especially in the form of some nice VTOL craft that are frequently used to move officers between sites for backup and emergency calls. In places where Dassault has more extensive contracts or connections to the local municipality, those VTOL will go into

hot pursuit and easily run down anything limited by their need to contact the ground. When you go against Dassault, expect them to come after you from the air. And don't go thinking you're in the clear until you've handed off the target and gained your payday.

DESERT STORM SECURITY

POSTED BY: MA'FAN

Though a sleeper next to Lone Star and Knight Errant, DSS is in the top five security provider firms in the world. The name makes most people think they're owned by Global Sandstorm or Saeder-Krupp due to their Middle East influence, but neither firm has any hand in Desert Storm Security. They are a wholly owned subsidiary of Shiawase. If you were to take a look at their site and city contracts, you might be able to figure that out as Shiawase has a heavy hand in all the regions where DSS does extensive business. Their name helps divert attention or create a subconscious ruse between the Japanacorp sites and the non-Japanese-sounding security firm.

What makes DSS stand apart from other security firms is their operational style. They operate far more like a mercenary outfit than a security corporation. Each individual contract is given a unit and that unit operates solely at that facility. They even train in a competitive fashion, creating their own little combat scenarios and playing them out as live-fire exercises or using a virtual system similar to Ares that Shiawase somehow got their hands on. The training exercises often earn units additional resources from HQ, and the sites they work are highly supportive of their teams.

This also creates a healthy rivalry among the various contract sites, a rivalry that runners looking to infiltrate can play on. They need to occasionally borrow assets from other units and a lot of drek-talking gets thrown around. The trash talking often keeps both sides from really looking too deeply into the other side's credentials. The old "quacks like a duck, must be a duck" works really well when it's a pair of very loud ducks quacking back and forth at each other.

EAGLE SECURITY SERVICES

POSTED BY: NATIVE BORN KILLER

Most people know Eagle because they operate all over the NAN, but they aren't limited to those



nations. In fact, Eagle gained a large chunk of their fame and notoriety by holding the contract for the city of Chicago back in the day. Nowadays, Lone Star is trying to wrangle that mess, but Eagle is still operating heavily in the UCAS. Where they operate is easy, though—anyone can pull up a local chat box and ask who's stomping the beat in an area, or go and take a look themselves. Eagle doesn't do much clandestine security at the sites they work. Municipal contracts have vice and plain clothes but that's not what we're talking here. You'll see the feathered logo and dark uniforms.

We're here to talk about the operational bits that Everyday Joe doesn't know or at least chooses not to post on local chat boxes because big brother is always watching. First big warning about Eagle: They're shaman heavy. That may mean different things to different people based on what they know and think about shamans, but the everyday runner just needs to know that they can bring the mojo and have very little problem asking the spirits for a little help when push comes to shove or some tracking is needed. When starting any operation against an Eagle site, you'll want to do a little digging to find out what kind of shamans are on staff and possibly plan a visit accordingly. This might mean doing the job during hours you normally wouldn't choose, but I'd much rather run into a Bear shaman, concerned with healing and protecting its den, then the Shark who is just a psycho and wants to draw blood from everything. That means you need to know both the shaman's mentor and do a little actual research into it. Don't just go off what you've heard on the street. Talk to an actual expert or local lore specialist.

As for the spirits you'll be facing, it covers the entire gamut. They use a lot of air, man, and beast spirits to patrol. Spirits of air have solid speed and can do a decent job of hiding while materialized; spirits of man can materialize and look like a guard or anyone else for that matter; and beast spirits can materialize to look like security animals or even just part of the local wildlife. Earth spirits are around for the heavy lifting or serious damage, and spirits of water function well as clandestine security because they can actually hide in puddles and pipes. Fire and beast spirits are scary as frag when on the offensive and often get used for running down or running off intruders.

- Eagle snagged a trainer and breeder as well as some breeding stock from Parashield several years back. They've been slowly building their para-animal security force for years. Mostly on remote sites, but a few more urban locales have gotten access to their successes.
- Ecotope
- It's not just regular security paranormals. Eagle has been specializing in training and utilizing local paranormals to augment site security at rural sites. There's a spot in Sioux lands that uses Eagle, and horned bears are indigenous. Not many people wanna frag with those things, but it might be spying on you while you try to keep your distance.
- Mika

EVO: NEXT-GENERATION SECURITY

POSTED BY: TYCHO

I've been trying to find the right outlet for this little piece for a while. I guess JackPoint works, though I was hoping to get a little wider exposure. Oh well. As it turns out, I've got plenty of insider info on YNT and the Evo Marines. I know, sounds more military than security, but they're both. Evo doesn't really bother to separate the two when it comes to their own property, and off-site work contracts just get the YNT logo and the fact that it stands for Yamatetsu Naval Technologies is just a running joke. They do have some pretty awesome security options for maritime and waterfront contracts, with access to YNT's other tech and toys, but these two aren't even the big part of what I want to talk about.

I want to bring up Omega Zero-Zero. This is Evo's newest security firm, completely staffed by Monads who have decided to stay dirtside. Evo has been taking these things in since their coming-out announcement to the world. Many have left on their rocket-ship of this rock, but even those ones are providing Evo with all sorts of beneficial tech—stuff that's way beyond what current R&D in any other megacorp is working on. Like any good symbiotic relationship, they're giving Evo tech, and Evo is sheltering them from the bigotry and hatred of the rest of the world. (They deserve that hatred, of course, but that's a topic for another time.)

- Looks like Plan 9/10 has a friend.
- Slamm-0!



- He's not lying. All this is real.
- Plan 9
- Confirmed. Evo is a safe place for Monads, or as safe as anywhere is for anyone. The exodus has started, and while many haven't noticed because our numbers are relatively small (with the exception of inside Boston, but those wackos don't count), there has been a quiet shadow war between many of the corps and the Monads. The world has been on the cusp of annihilation several times over the past few months because the corps don't want to just let them/us leave. There are a number of shadowrunners around the globe who actually deserve serious kudos for preventing the end of the world.
- Plan 10

All this pushing of the envelope makes for a giant espionage bullseye. That's why they needed Omega Zero-Zero—a special security staff, all mentally connected and operating in perfect unison, to protect the sites where they keep all this beyond-cutting-edge innovation. Their training doesn't get completed until they get out into the real world and work security at some standard sites to learn a little bit about normal metahuman interaction, so it's possible to have the misfortune of running across Omega Zero-Zero at a standard Evo site or, more likely, one of their many subsidiaries. Especially since they're still trying to keep the Evo label off things for the time being.

They've also managed to develop some very interesting Matrix abilities thanks to some studies of the head cases inside the NEMAQZ, a.k.a. Boston. They're supposedly capable of attacking gear with their minds, like a technomancer, and taking control of pieces of gear without the use of a deck. The nanites in them form a sort of collective computer.

- I'm not buying this. Evo has some Monads, sure. But an entire security force of them? Some are probably Monads, the others are technos, and most are probably normal, or just so cybered out that they lack any real personality.
- Clockwork
- You do remember that this condition is infectious, right?
- Butch
- Drek.
- Bull
- Don't worry about that, Bull. I have some more recent work that shines a few lights into this epidemic. It'll be in another upload, so keep your antenna peeled.
- Butch

KNIGHT ERRANT/ ARES FIREWATCH

POSTED BY: STICKS (SORT OF)

- A couple of days ago, I found this in my in-box from our resident MIA bounty hunter. Nice to know he's still paying attention to us. It's a little bit on the ramby side of things, but after a little clean-up I forwarded it to Hard Exit for inclusion in this file. I'm not sure what's going on with Ares, but if you're entangled with them in any way, be extra careful. The danger is only increasing.
- Glitch

First off, let me say that I'm still alive, at least for now. Who knows if that remains the case when you read this. I guess it depends on how long it takes before this is posted. And depending on your personal opinion of me, this may be either good or bad news. Oh fragging well, I'm trying to do you all a favor despite the constant mortal danger I'm currently in. But this isn't about me. It's about the cluster-frag that's going on within Ares' security forces, most notably Knight Errant and specifically Firewatch.

You see, according to the higher-ups, everything is pretty much moving along apace. Hell, Damien Knight himself looks pretty confident lately, despite the powder-keg that is currently Chicago. Fragging smug bastard.

- There has been a lot of interesting activity in Chicago recently, with plenty of firepower of both the mundane and magical varieties showing up there. Something's definitely building up.
- Bull
- Not only that, but a lot of mercs on Ares' dime are also moving into areas around Detroit and along the CAS border. Don't ask me why.
- Stone
- I was going to mention this before, but part of my unit's contract was to relieve some Hard Corps and a few Wolverine units who were on garrison duty. Don't ask me where they are, because that's above my current pay grade.
- Picador

Anyway, Knight Errant—you know, that wonderful security company that has oh-so-many contracts worldwide? Their stock prices have never been better. So what's the problem? Well, despite the "everything is normal" mask they've





been wearing, behind the scenes, KE is tearing itself apart. Why? Because for reasons I'm so very close to finding out, Ares has decided to purge the Firewatch ranks with extreme prejudice.

The million nuyen question that should be on everyone's minds is: Why?

Why would a company renowned as the premiere, top-tier bug hunting corp try and wipe out its number-one bug hunting unit? I wish I had a complete answer, but so far all I have are fragments. Those of us in the shadows have been hearing rumors about Ares' ultra-black anti-bug projects, some of which were rumored to be using live bugs as test subjects and even "bug DNA" (or whatever) as some kind of new bio-weapon. Well, I'm here to confirm that much is true. Remember Project: Pyro? The one that was supposed to fight fire with fire? Also the one that was supposed to be shut down? Well, surprise, surprise, it wasn't. And guess where it got volunteers from? If you

said Firewatch, then go get yourself a cookie. Only, after a while, after they started running out of corporate fanatics to volunteer, they started pulling—I'm sorry "transferring"—various malcontents from the corp ranks.

It didn't take long for the Firewatch members with half a brain to realize what was going on. And being the bug-hating, hard-charging SOBs that they are, most of them didn't take too kindly to Pyro's new SOP or its new project lead, Otto Hendricks. But despite being revolted by this, they were good soldiers who tried to use the chain of command. Only everyone up that chain, starting with Knight himself, now saw the complainers as disloyal traitors who now posed a threat to the company and "the mission," whatever *that* is.

- Been looking over the files that Sticks liberated and mentioned back in the *Cutting Aces* posting. There are



many references to “the mission,” but it seems to be some kind of inter-office code that isn’t defined.

- Netcat

And then all hell broke loose. Of the bits of data I’ve gotten, many of the “traitors” were ambushed at their barracks, their homes, or wherever. Even family that got in the way weren’t spared. All of this conducted by former teammates following orders from on high. After two months of murder, Firewatch (as far as I’m concerned, that title stays with the renegades, not the murderers trying to replace them) got smart and went underground with the help of none other than former-Colonel Anne Ravenheart. Of all the people who were once staunchly loyal to Damien Knight and now want his head on a pike, Ravenheart is officially at the top of that list. For better or worse, Firewatch is now considered a renegade unit with bounties on their heads.

- Interestingly enough, Ravenheart also graces Interpol’s number-one most wanted spot.
- Balladeer

Unfortunately, that’s all I can share at the moment without endangering myself and others. Too many people are watching the Matrix for clues, and I’m not gonna give any. But keep an eye on Chicago, and keep both eyes on Knight. And be ready for the worst.

KNIGHTS OF RAGE

POSTED BY: CELL-SEER

With some distance from NeoNET and Minute-man, Transys-Neuronet has been putting resources heavily into the Knights, trying to build them back up to cover more of their high-security installations, a.k.a. where Celedyr hangs out. While their name implies a penchant for violence, they are actually well-trained and extremely well-disciplined. Working for a dragon makes you prone to avoid mistakes. It also makes you willing to go a little further than other security forces—injury rarely stops these Knights. But it isn’t just the dragon; they have access to T-N resources, including some of the most cutting-edge cyber on the planet. The Knights don’t go down from injury, because often they don’t even know they’re injured in the first place. Trauma-dampening systems and pain editors are common implants for the Knights.

- Expect some systems you’ve never seen before and some high-grade wares. T-N and “delta clinic” go hand-in-hand, and these guys are always at the top of the list for upgrades.
- Butch
- That also makes them a worthwhile target. If one of them goes down and you can haul them out, do it. They’ve got value with other cyber research firms as long as you’ve got the contacts to move them.
- Stone

One thing they lack is numbers. They operate in small teams, rarely more than four members, and rely on contracted security forces for the bulk of the grunt work, like patrols, while they focus on intrusion detection and countermeasures. Expect to find a healthy dose of cross-training among them, too. Their electronic and magical assets are going to be quite capable of killing you with a gun, blade, or even a fist. They’re all trained killers, because once you’ve run into them, the only reason they resort to non-lethal measures is because Celedyr has put out an order for fresh meat.

- That’s no joke. Every member of their teams is a highly skilled tactician. Another point he didn’t mention in this little advice column is their lack of uniform. They don’t all wear red armor, or black tac-gear, or slick suits. They tend to blend in with the locals wherever they go. Pop into a lab and see six scientists, any one of them could be a Knight.
- Ma’fan

LONE STAR SECURITY SHADOWRIDERS

POSTED BY: SABER

Lone Star may not be the law enforcement/security powerhouse it once was, but it’s definitely not down for the count either.

After the disastrous loss of the Seattle contract, Lone Star needed something new to market to potential clients. They needed to show that in addition to normal law enforcement duties, they were also capable of handling a bigger scourge that’s plaguing the streets, namely the threat known as shadowrunners. Re-enter the Shadowriders, a previously defunct group within Lone Star, revived and revamped for a new marketing campaign era in law enforcement.



- All joking aside, back in the '50s, the Riders were a serious threat to shadowrunners. They basically fought fire with fire, and in some cases hired (or strong-armed) runners into joining. They had free rein to handle their assignment as they saw fit, dirty tricks and all. But when it came time to put the hammer down, they loved to suit up in their famous armor and kick down some doors—with a few cameras nearby of course.
- Sunshine
- In that regard, the old ways have become the new.
- Man-of-Many-Names

Staffed by the best officers Lone Star has to offer and given access to equipment that would make some mercenary groups envious, the Shadowriders are the ones called in when a Star-contracted municipality has a significant threat that the normal flat-feet can't handle. Gangs running amok, a criminal syndicate causing too much trouble, or are shadowrunners making the streets safe for good people? Call in the Shadowriders to take care of business!

- It's not just cops on the Shadowrider teams. Lone Star will sometimes fight fire with fire and recruit runners to join Shadowrider ranks. Whether this is voluntary or not depends on the situation, or how much time a pinched runner is facing in a Star prison.
- Hard Exit

All snark aside, since their reintroduction back into the shadows, the Shadowriders have quickly become a massive pain for those trying to make a dishonest living in the shadows. Not only are the Riders competent combatants, they usually have specialists in deep cover infiltration operations posing as legit shadowrunners. It's not uncommon for these operatives to join regular runner teams, only to betray them after a few successful runs. Because Shadowrider teams work exactly like the people they hunt, no tactic or dirty trick is ever off the table.

Recently in New Orleans, an entire team of Shadowriders posed as a runner team and took down a network of smugglers, fences, black-marketers, and an associated Voodoo assassination ring. And it's becoming too frequent that some poor runner or their team suddenly finds their door being kicked in by an armored Shadowrider team. The Riders care about one thing: getting the collar.

MAERSK'S MARINES

POSTED BY: TURBO BUNNY

Despite owning a security corporation, you probably don't think of Maersk when you think of corporate security. While they have Tyr, which operates like most of the other sec corps around the globe, what runners really know about is a different team of security operatives: Særlige Beskyttelsesgruppe. For the broad strokes, they're like the UCAS Navy SEALs crossed with the UCAS Coast Guard, with a solid blend of both arcane and physical talent along with a top-notch electronic security division full of boss deckers and riggers. Kind of what you'd expect from a corp that has to split its operations between land-based and sea-based logistical operations. I'm gonna break my info dump down into a few parts. First, a quick view of the spots they call home and a look at the kinds of ops they run, then I'll punch out some tales I've heard from runners who ended up on the wrong side of these martial mariners.

Let's talk home base for these guys. The headquarters for the SS—yes, they refer to them as such—is aboard the *MV (Maersk Vessel) Særskilda*, one of six refitted cargo ships that now function as a floating base. Each ship has housing for fifty crewmen along with one hundred members of the SS. There are six hundred marines in the SS hierarchy, organized into one hundred twenty teams of five. The numbers change slightly with losses, but they never exceed that total. They try to keep at least fifteen teams from each ship at full-ready status at all times, and you can expect at least ten of those fifteen to be actively working at any given time. The others usually act as reinforcements, often in a rapid support role, or spend their off-time training. The members of the SS get only eighteen days away from work per year, with each team getting leave as a unit. Injured team members use leave days to recover in order to maintain their position on the team. This makes them all very tight-knit. They look out for each other, knowing that an injury for one is going to put the whole team on leave and at risk of losing their positions.

Along with their home base of operations, the SS has tactical stations on most of Maersk's large freighters and at most of their ports. Usually staffed by just a few individuals, they are still dangerous places. All of the staff in these spots are former members of the SS who lost their spot due to injury or age, but that doesn't mean they're soft.



Injuries heal, some just not fast enough, and no active member of the SS is over the age of thirty-nine. Once you break the big forty, you're out. That's for everyone, even elves and dwarfs who haven't lost a step by that point.

- The reason is simple: It allows them to flex seasoned members into high-value positions further up in the company and at their various black sites. While the *MV Särskilda* has living space for the one hundred members, almost all of the fifty crewmen are former SS. Once they have another decade or two under their belt, you can expect all of them and most of their other employees to be trained combatants.
- Hard Exit
- I actually know—well, knew—a guy who went with his team to snag paydata off the *MV Särskilda*. None of them made it back, but I received his posthumous simfeed upload. They were a solid crew but didn't make it ninety seconds on the ship. It probably would have been even shorter, but the crew had just dealt with a kraken, so they were a little distracted and off their game.
- Picador

They don't do all the normal security ops you would expect from a security crew. They're small units, so you won't find them patrolling a warehouse or walking the decks of a ship. These guys protect specific assets at Maersk sites, both on land and out on the water. High-value cargo, whether sitting in a warehouse, in transit in a cargo container or vehicle, or out on the water, will have a unit of *Särskilda* keeping a watchful eye. As the most secure assets tend to be held in one of the few slots available in the holds below-deck, you'll often find *Särskilda* nearby. It's dark and dank and no one else is allowed access, so they have a pretty solid shoot-first-and-check-the-bodies-for-answers-before-you-dump-them-overboard policy. On land, it's a little tougher. People get lost and wander into the wrong warehouses all the time. AR warnings sometimes keep people away, but other times they're more of an attractant for curious folks. Since they're usually on private property, shooting to wound instead of kill (or using non-lethal tech) is common but not always the case. If they catch wind that their cargo is high-value and currently being targeted, you can expect bullets from them before words.

They also recover lost goods with high value, or a high-paying client looking to retrieve them. Sometimes it's about not paying out the insurance,

sometimes it's about saving face, and sometimes it's about getting a little revenge on whoever violated their property while sending a message that these types of activities won't be tolerated. They have a remarkably low opinion of shadowrunners, and while they'll leave a corporate suit who has their product in hand to the mercies of their own employers after retrieving their property, they prefer to leave runners dead. If you get snagged by these guys, look for a way to make a deal or fight like hell, because the odds are not in your favor of getting out above the dirt—or in most cases, the waterline.

- Important to remember: Maersk is AA-rated. They have extraterritoriality. That means: their ships, their docks, their rules. And they have some pretty harsh views on things like piracy.
- Kane

Now for the “this might not be chip truth” section on runner lore surrounding these guys. Some of it is common sense. Runners who've encountered these guys say they have a perfect sense of teamwork that's enhanced by their advanced tac-net systems. Most say that they are heavy into cyber- and bioware, including their arcane assets who are specially trained to overcome the difficulties of blending augments and arcana. They utilize extensive drone assets, including specially modified paired drones that operate in tandem from the same dog-brain operating system, meaning they function with perfect synchronicity. All of the ships they protect and the docks they are assigned to will also have some cool underwater systems, like wired drone webs and 3D imaging for their acoustic detection systems that can detect anomalies such as silent patches in the water. Last, and certainly not least, is my favorite. First time I heard the tale I called bulldrek, but after I heard it from several other sources, I gave it a little more credence. Seems that the *Särskilda* are highly focused. They're only concerned with specific cargo—operations that don't threaten what they're assigned to get ignored. Runner after runner has told me how they encountered these guys—they're pretty distinctive compared to the surrounding security—and they let them walk. These stories are told among ample shoot-first encounters to show they're not backing down from fights they need to have, but if they don't think you're after what they're protecting, they'll let you slide.



- It makes some sense. No sense in risking highly trained operatives getting injured because a group of runners is stealing some other random cargo. If it turns out to be something valuable, whoever contracted them to move it can pay an extra recovery fee to have Maersk send the Särskilda to retrieve their property.
- Sounder

MINUTEMAN SECURITY

POSTED BY: ICARUS

The fall of NeoNET has changed many things. Transys-Neuronet and Erika are free of the collapse, while the piecemeal remains of Novatech (the parts that Villiers has not sold off) are being sold to pay the megacorp's debts. Trans-Latvia has slipped the noose as well, but where they went and how they pulled out no one seems to be sure. As you can guess, Minuteman Security was far too valuable to leave to the wolves. Villiers dumped it for quite a healthy sum before dipping off the radar with a bigger fortune than any one man really needs.

I bet you're wondering who owns these tri-corn-hat-wearing warriors now. That's a valuable chunk of info, since Villiers spent a lot of time doubling back and hiding the tracks of his deals in order to preserve his own personal fortune, safe from reclamation by the Corporate Court, while also protecting the new owners from claims of shady business dealings. With that being said, I'm putting this out there to give the corporations and Villiers one big giant middle finger. I lost a ton of cash with the collapse of NeoNET, and I need funds, but giving one final screw-off to the guy who wrecked my company seems worth it. I'll be back to working some shadow ops soon, so if anyone needs a host-shatterer, give me a call. Thanks guys!

Let's open with what Minuteman is and does before I wrap this with the big announcement of who now holds their leash. Their name and their past is pure Boston, but their future lies somewhere else. As a security operation, they sit somewhere in the neighborhood of the lower half of the top ten, brought there by the losses they took when Boston got locked down. They haven't had a ton of chances to rebuild since, but very few companies that utilize their services have dumped them. Maybe it's pity, but for most it's the extra focus that the rest of Minuteman got when they lost their hub city. They had a few smaller suburban municipal contracts around Boston that gained quite a few skilled and tested officers after the

lockdown started to calm. Those moves didn't just occur to nearby areas either. They moved officers all over the world after the lockdown pared down and dropped a lot of them from the security force.

- Despite the lack of technical ownership at this point, the ARCHology in St. Louis uses Minuteman exclusively and is still considered extraterritorial until the CC decides who's getting that valuable building.
- Hard Exit

They have divisions for all the standard security operations (physical, arcane, and Matrix), though they specialize in the first and last. Their arcane division covers mostly warding and spirit services, as they don't have enough spellcasters on staff to man sites, but they'll push resources to the street for the right price. Problem is, you get a lot of paper-pushing wagemages, not street-hardened battlecasters. This is an area we can expect to see change in the future as their new owners work to expand their value. Whether this is going to be a hiring blitz, an acquisition of an already up-and-running arcane security firm, or some creative hiring through some of Minuteman's darker connections on the street, we're not sure.

We'll see how their Matrix division fares now that it won't have the immense resources of Novatech to bolster its technology edge. Its new owners may need to make a few adjustments to help that, and that may mean making a few acquisitions to improve its tech access. Their SOP is tight, though, and you can always expect some form of retribution from them when it comes of Matrix work. Their hackers are a bit spiteful, and the company has no problem promoting that attitude if it means others think twice about dipping their digital toes in their pools.

Their physical presence won't change much; in fact, with their desire to hide who's backing them now, we can expect very little in the way of uniform changes. Even their site laws, extraterritoriality and such, are going to have the provider withheld. Expect a lot of expansion westward because ...

- Nice dramatic pause. Figured I'd help with a comment here to talk about how Minuteman was sold as an A-rated corporation, and it still has investors. One of whom draws a straight line right back to one of Villiers' new holding companies. Looks like he sold off an asset but still retained some control and ownership after the deal. Tricky Dick strikes again. And now for the new owner. Your welcome, Icarus.
- Slamm-0!



Horizon now owns them. The smallest AAA has done a lot during the Megacorporate Audit; one major accomplishment was filling a few gaps in its subsidiary pool. They actually seem to have snagged several pieces of the former NeoNET pie. Seems the Consensus thinks bulking up their assets, especially at the fire-sale rates Villiers was dropping them for, was a good idea. Expect them to spin out several new lines of marketing for all of the new companies under their umbrella. Along with Minuteman, Horizon now owns Asclepius International, T99, Nightingale's, Everyman, and Walker Aerodesign, bolstering their medical, magical, and aeronautics divisions while also putting yet another major consumer product brand under their control. They had to pack on some debt to pull all these together, but their profits should soon pay off that investment. They may manage to surpass a battered Evo if they play their cards right.

- Except that Evo is growing again. They took a big hit, but they are also bringing some amazing products to the latest megacorporate brag fests (that is, trade shows). Most of this is tech developed by their Monad faction, but rumor has it that the tech will be left behind as payment for all the material assistance they are providing.
- Red Anya

With Horizon at the helm, and therefore strong West Coast connections, expect to see Minuteman popping up around Cal Free and maybe even the PCC if they want to stage a little internal market competition with Eagle. It's all a ruse, but it's a ruse that makes them money. You can also almost guarantee that Minuteman is going to be getting some great publicity and possibly a trid show or other major spectacle. I could see some kind of fluff piece talking about their part in the lockdown and how they endured the loss of their parent corp and they are now trying to make their way through the world as an independent security operation. It's a garbage lie, but the masses don't know and don't care. All they'll care about is whether or not they cast the pretty people to play the parts.

MITSUHAMA'S BOYS IN BLACK

POSTED BY: MIHOSHI ONI

MCT has two major security firms, as well as several smaller outfits, in their ranks. In their recent glut of asset acquisition, they picked up several more small firms to join the ranks of Correctional Services, Sakura, Nizhinyl, and TK Armors, but two big names function as the headliners for the world's top-seated megacorporation: Petrovski Security Services and Parashield. Both are well-known for their black uniforms—Petrovski's are highlighted with reddish-gold, while Parashield uses a deep copper. Neither has enough color or glitz on their suits to make anyone not notice that these are some scary-looking black-clad fraggers, but it's something to add a little pizzazz to the corporate logo. That sort of thing carries over to the streets. The two corps frequently work together, cross train, and offer some discounts across their services areas, but they stay firmly separated, and independent. They also stay off each other's financial toes by focusing on different areas.

Petrovski Security Services is a tier-one sec corp. They have contracts large and small and operate in both city and private contract arenas. They even have the national contract for Euskal Herria through a subsidiary. Though Eu-H is a small nation, the contract still involves operating every aspect of a country's policing, which is no small feat. They previously held the city contract for Hong Kong but lost it to Knight Errant thanks to an unpleasantly timed exposé on their connection to the Watada-rengo. While most folks wouldn't be surprised at all that Petrovski (an MCT subsidiary) is connected to the Yakuza, the revelation came in front of several members of Hong Kong's elite, who have influence over the choice of contractors. The move was definitely shadow work, and it worked to make a big change. The city of Calcutta is a current client, but again, it's through a subsidiary of Petrovski. One of the things that Petrovski does well is mask its connections. Even the name makes one think of Russia or the Vory, not Japan and the Yakuza.

- Now that they're on top, MCT is pushing Hong Kong to renegotiate their contract and return Petrovski to the city police precincts. Ares' connection to the bugs is being targeted as the reason to leave—if they can expose some of that in Hong Kong, MCT is golden.
- Stone



- Not impossible. Hong Kong has several hives.
- Lyran
- Petrovski gets a lot of smaller contracts, too. The Seers Guild uses them for their headquarters. They're an MCT subsidiary, but they have enough of their own clout that smaller corps believe they can use them without feeling like they're under MCT's thumb. Plus, they have a lot of subsidiaries. Layers upon layers before you ever get to MCT at the core.
- Dr. Spin

As a security company, Petrovski knows their business, but more importantly, their employees know their jobs. This is all thanks to experience and extensive access to training, both the standard and the "thinking outside the box" kind. Every Petrovski officer starts out inside MCT's corporate security team. They start young, get raised and indoctrinated as part of the protectors of MCT, and then spend a few years protecting corporate sites. Those with a talent for security get to enhance their training with some real-world experience by being plopped onto runner teams contracted by MCT. They get to see the world from the other side and learn how the runners think. Some flunk out here, thinking it's their job to change or bring in the runners, when all they are really there for is to observe and play their role so they can see what will be coming at them in the future. Once clear of this, they move over to Petrovski, or one of the other security companies within the MCT hierarchy to stand in our way while we try to think of new and interesting ways to overcome them.

They all have the standard departments that cover the standard aspects of security in the Sixth World. They have support from MCT to bolster and better every aspect, and the Zero-Zone concept doesn't stop with the parent megacorporation. They all started their training with a Zero-Zone mentality—it goes along with them, so expect anything protected by Petrovski to have serious high drekstorm potential.

- And if you wanna nose in on their comms, better speak Japanese. Every member speaks it, and they use it for secure comms. Even with a translation soft, you're a step behind.
- Mika
- This is true everywhere but Japan, but Petrovski does very little there. MCT snagging Sakura filled a void they

had in homeland contracts. It also seriously pissed off Shiawase—they used Sakura extensively at home while it belonged to Yakashima because Desert Storm just didn't fit well in local markets.

- Ma'fan

And speaking of no nonsense, that's what it takes to be a part of Parashield. While they are most well-known for their Narcoject weapons, a close second is the idea that anywhere secured by Parashield has security assets with teeth, claws, and probably some kind of paranatural ability.

Parashield is *the* security company to go through for top-notch para-animal security and biodrone defenses. No one matches their training and the quality of their animals, both natural and paranatural.

They offer the standard fare as well as several specialty options, breeds that they are unique in their ability to control. In the standard department, you're looking at guard dogs of several bulky breeds that perform regular patrols and attack; trained security geese that patrol and attack but mostly make a drek-ton of noise; and several breeds of small birds that act as an alarm when they take flight but are trained to return after the disturbance has moved on. Their bio drones aren't so limited. They slap a saddle (slang for an animal control rig system) onto anything, usually trying to match the local wildlife for their clients for maximum obfuscation. Be especially aware that when it comes to war beasts, there's no one better.

- I have a cyberleg thanks to an encounter with a Parashield Naughty Rotty. It's a turbo-tweaked Rottweiler with a necrotic toxin in its saliva and wires that would put Hatchetman to shame.
- Torch
- A youngster who remembers Hatchetman. Somebody did right in their newbie suggestions.
- Bull

Paranormal critters include the normal smattering of cockatrices, barghests, hellhounds, gargoyles, shadow hounds, and several others of the more common species. They breed them in a variety of programs and start training shortly after birth. When fielded, they are the best-trained security animals out there. What makes them even more unique is their sense of self-preservation. They don't fight to the death, instead knowing when to retreat in order to preserve profits. Ani-



mals that suffer permanent or serious injuries are shifted over to the augmentation program or offered to lesser-paying sites. Beyond the normal paranormals, Parashield offers exclusive access to black annises, blood monkeys, drop bears, fenrir wolves, horned bears, martichori, ozian baboons, and volleying porcupines. Those last ones often are modified to include a neurotoxin in their barbed quills.

Paranormal isn't the limit with Parashield. They've included technocritters since their emergence, having the most luck with libertines and bastets. It hasn't been the easiest training process, and rumor has it that along with their Awakened staff, they've pulled in a lot of technomancers to help with their animal counterparts.

It's important to remember that Parashield has a ton of arcane talent on staff. They run the spectrum from aspected adepts all the way to full master-blaster mages. The latter are usually in field ops, while the former work as trainers and support. They also offer every citizen access to cyber and bio-enhancements, with the new series of fully integrated cyber suites being extremely popular among their Awakened staff. Several systems have been designed just for Parashield, in order to maximize usefulness and minimize integrity loss in their Awakened as well as the creatures on staff.

RENRAKU: MORE THAN RED SAMURAI

POSTED BY: HARD EXIT

Every runner knows to fear the Renraku security forces in the red samurai-style armor. But what about seeing one in blue? Should you still be as fearful? How about the Najima Security logo? Does it mean trouble or cakewalk? I've already talked about Renraku's overall security philosophy, now I'm here to help prime you on Renraku's old style of service—security with a side of slice and dice.

At the bottom of the “fear my wrath” rungs of Renraku security is Najima. Still worthy of fear but far more likely to offer a helping hand or a polite redirection when you're caught in their crosshairs, the officers at Najima are the standard security grunts of Renraku sec forces. The corporation handles all the standard contracts for sites and even a few cities, particularly around Japan, where they pair up with their other service industry contracts.

That's kind of Najima's shtick in the security industry. Where Renraku has slid in to gain ser-

vice contracts, Najima has slipped over to cover the security, and the two work together in perfect harmony thanks to their integrated upper connections. For us it means a tougher nut to crack when hacking in for access or trying to bypass security with a clever con. To balance out their relatively polite nature (compared to other sec corps), Najima brings in an intimidating universality to their officers. All officers fall within a narrow range of height and weight, get the same augmentations, and their uniforms have no distinguishing marks outside of rank markings. Their helmets, which they never take off while in uniform, cover their whole face with a reflective silver plate. They are nearly impossible to tell one from another, but they are also impossible to impersonate unless you happen to have a runner that fits their build.

- The helmets are full of fancy tech, usually checking SINs off your PAN before they even approach you. Najima is tops at busting through fake SINs, so be careful what you're running on their turf. They usually won't bother actually arresting you for the SIN, either. Instead, they burn the SIN and let you get fried by someone more violent than them.
- Stone

The all-too-familiar Red Samurai are the most well-known of Renraku's security forces. Primarily tasked with security at ultra-secure locations or for high-level execs, the Red Samurai aren't seen as frequently as one might expect, given the number of stories that circulate about them (usually related by “friend of a friend”). The drek level of these stories kicks up an extra notch when linked with the fact that the Red Samurai don't take prisoners, and if they fail at their duty, they are honor bound to atone. This usually means going after the runners who dishonored them. Even if you never saw them and managed to avoid contact, if you steal what they are sworn to protect, expect them to come after you.

Though they are usually depicted in their signature red armor, they often work in less conspicuous garb when deployed for more discreet security. Custom armored suits, briefcase weapons, and concealed holsters are all standard equipment on the samurai gone stealthy.

The Blue Samurai do exist, and they aren't the washouts from the Red. In fact, there is an unhealthy rivalry between the two. The Blue Samurai are the smallest of Renraku's special security de-



tails. They are all elves with training that looks an awful lot like that of the Tír paladins. They started life as the personal security for Noriko Sakai of Renraku Australasia, but the small security contingent has expanded their ranks over time and now operates as the private security force for Ms. Sakai as well as many of her closest allies. Their presence has stabilized Renraku management in the region and allowed smooth growth in the area with infighting quashed quickly and efficiently.

Since the introduction of the Blue Samurai, the rumors of Ms. Sakai's relationship with a member of the Tír Council of Princes has yet to be confirmed or denied. She has kept her private life out of the spotlight thanks to the extra efforts of this security detail. The Blue Samurai operate primarily as bodyguards, but they also dip into the shadowy side of life on occasion in order to clean up a mess or deal with a sensitive issue that has to be handled with professionalism and a quiet touch.

- I'd be insulted if I didn't know several of these fellows. They're quality people, even if they're on the wrong side at times.
- Thorn

SPHINX SECURITY

POSTED BY: 2XL

Most of you have not run into these guys before, or if you have, they were likely forgettable. Global Sandstorm's go-to security provider was a brutal force to be reckoned with, but only in certain sectors. They were not trusted or hired often outside the Middle-East, and as such, they focused on more mundane threats, as magic was outlawed and severely punished.

- While their focus was on mundane threats, to be sure, Sphinx has never been unprepared to deal with the occasional Awakened individual or group. They have a small group of Pariahs called the Sons of Bel who are more than up to the task of shutting down magical crime.
- Goat Foot

But two things have changed recently that have caused Sphinx to get an overhaul. The first was the moderating of the Caliphate's attitude toward magic. At first, this might seem like a good and tolerant thing to do, but the reality on the ground is anything but. While the Caliph himself may speak of tolerance, the regional emirs still maintain control of their own emirates. What this means for

you is that the governments within the Caliphate now have magical resources at their disposal, but the average person using magic is still first in line to be arrested. Profiling of the Awakened has become something of an art form outside of Dubai. Given this culture change, Sphinx has incorporated magic into their arsenal, giving them an edge against the general populace and putting them on more equal footing with shadowrunners and other corporate security teams. They have shown themselves quick studies in using Licit Quranic magic, and that—combined with their previous reputation for being deadly and efficient—makes them a threat worthy of note.

The second change is Global Sandstorm's merging with Spinrad Industries into **Spinrad Global**. The ramifications of that, which respectfully I told you all was coming in the *Cutting Aces* file, are incredibly large and far-reaching and will take some time to fully grasp. But for the scope of Sphinx, it means that most of Spinrad's former security contracts in Southern Europe and elsewhere are now being transitioned to Sphinx. Whereas their reach and resources were limited under Global Sandstorm, now it seems the sky is the limit. With new blood and new money flowing into their war coffers, Sphinx has overhauled their equipment, increased R&D, and is now working closely with Marduk Munitions to keep their arsenal up to date.

Sphinx was originally established as PrinceGuard Security Services in Cairo, Egypt, in 2008. They provided security services to clients from governmental and non-sovereign entities. Just a few years later, Cairo was keeping PrinceGuard on contract to bolster their police force. When the Awakening began in 2012, PrinceGuard was called upon to deal with all sorts of threats in the Middle East that the police forces or militaries of various nations didn't want to, or couldn't, handle themselves. Afterward, in 2037, PrinceGuard became Sphinx Security and moved its headquarters to Dubai after being bought by the Sandstorm Engineering Conglomerate. Sandstorm kept PrinceGuard's existing Middle East contracts fulfilled but focused their growth on providing security to the Caliphate's oil resources. Of course, Sandstorm merged with Global Oil in 2064 and Sphinx's influence grew to become the default security team in the Caliphate under Global Sandstorm's umbrella.

Mecheal Salameh is running the show at Sphinx. Salameh replaced Azim Fahmy last year



because word got out that Fahmy was a hobgoblin. Salameh is widely thought to be the one who revealed Fahmy's secret, knowing he would be in the correct place to step into his slot. Fahmy isn't without resources, though, so expect to see repercussions. Salameh is one tough slotter. He has been with Sphinx for decades, leading their high-threat response team, Banu Ghaddar, or Sons of Ghaddar.

- Last year, someone asked me how I lost my hand. Banu Ghaddar is how. Salameh may be a Son of Ghaddar, but he is also a son of a bitch. Keep an eye on him. If you are not what he considers his "kind," whether that mean metatype, religion, or whatever, he will stab your back. But even without betrayal, he and the Banu Ghaddar are real threats.
- Red Anya

While their physical security is top-notch, with their magical security on the way up quickly, the sticky wicket that prevents Sphinx from being world-class is their Matrix security. It stinks. In fact, Sphinx is used to sub-contracting their Matrix security to other companies when they get large jobs that require full protection. That too is changing, however. Spinrad's Trompe l'Oeil company has been working with Sphinx to get their Matrix responses up to speed, and under Michael Salameh's leadership, Sphinx has their eye towards big contracts in Africa, Russia, and Northern Europe.

- Hold up. Two things. First, Saeder-Krupp isn't going to just roll over as Johnny and Global just march into his territory. Second, isn't Trompe l'Oeil just a company that makes superbly overpriced commlinks for the Sixth World's rich and famous? What can they teach about Matrix security, and what do they bring to the table that another company couldn't do better?
- Thorn
- To your first point, you are right. If SK could stop them from coming in to Northern Europe, they would. But Spinrad is already there. There isn't anything (legal) that Lofwyr can do to stop him. And I assume that coming in the form of Sphinx makes that a bitter pill to swallow, as SK has been competing for Middle Eastern market share forever. Second, look into the bigwigs at Trompe l'Oeil and you will find that they aren't just some startup neo-hipsters designing flashy com-wear for celebs. Every single person on the Trompe l'Oeil staff has a pre-and-post-Crash 2.0 background in surveillance, host design, or military Matrix applications in addition

to being fragging brilliant. So I'd say they are qualified. Also, because I didn't mention it anywhere else, north of Greece, Sphinx agents report to Spln, not Global Sandstorm. That has created a small but potentially significant rift in Sphinx moving ahead.

- 2XL
- That bit about Trompe l'Oeil brings up an entirely different concern. Spinrad has been marketing his Trompe l'Oeil commlinks to some of the richest and most powerful people on the planet, and it turns out that the people pushing out updates to them have backgrounds that make it incredibly easy to infiltrate their electronics and gather data.
- Thorn
- Can anyone else confirm that Global Sandstorm was using Saeder-Krupp Matrix defenses in addition to their own? Being attacked by sphinxes and trademark golden dragons when running in Dubai last month was not pleasant.
- Netcat
- I can confirm they worked together on one project. Singular. But that was last year. The relationship has soured again and there is zero communication between the two. Damn. If those Trompe l'Oeil buggers have been working this since last year, they could have stolen SK tech right out from under Lofwyr's nose while they were pretending to be incompetent. Damn. Johnny plays the long game for sure.
- Bull

One more bit about Sphinx. They are currently running a pilot program for their armed ambulance and medical-response teams. These task forces, called Rajul Din, are more aggressive in rescuing their clients than DocWagon, if less effective overall. The Rajul Din, like the rest of Sphinx, is still playing catch-up with healing magic. The caveat to that is their alchemical knowledge is quite proficient.

So to recap: Sphinx Security is an up-and-comer. Expect to see them more and more in Spain, Portugal, Greece, and especially in Istanbul in the short term. Long term, expect to see them everywhere. For now, they are a bit Matrix deficient, but I expect that to change in the coming year or two as they get a Matrix overhaul.

I suppose I should mention one more thing, but it isn't anything I can prove. Just take it with a grain of salt. Having said that, rumors persist that the Banu Ghaddar, and Salameh in particular,





have provided security for the great dragon Aden at least twice in the past. One of those times was during the so-called Dragon Civil War. Since I don't know of many metahumans who survived involvement in that, you should think twice about trying to take them out. Second, I am not sure what relationship, if any, exists between Salameh and Aden that would cause Aden to bring the Banu Ghaddar into a sensitive conflict like that. Bottom line: Be careful. Most of Sphinx is straightforward corpsec, but there are bits that are cause for a higher level of caution.

- Since no one is discussing it elsewhere, can we talk about Johnny Spinrad for a second? Where did Johnny get the liquidity to buy up an A-rated corp and six AA companies? He's rich, but he's not that rich. Even if one were willing to sell, due to bribery, intrigue, murder, or other coercion, is anyone seriously believing this happened seven times? Why would a company like Aegis Cognito even consider selling out to Spinrad? Why did Johnny take his brand names JS, Soroyama, and Spin-X, and create subsidiaries out of them? And for Ghost's sake, why is anyone buying his marriage to Gabrielle AlThani? Something's not right. This is as mad as a box of frogs.
- Old Crow
- I'm glad you brought it up. I can't speak to Aegis Cognito. That still baffles me. But I can say that Spinrad's money came from a few primary sources. The first, perhaps unsurprisingly, was backroom deals with Global Sandstorm. Knowing the merger was coming up, they lent Johnny a huge wad of cash. Second, Spinrad leveraged his ownership of Chalmers & Cole to finance a huge portion of his acquisitions. This was a risky maneuver, but they had something in the contract to make it worthwhile (I'll get to that in a second). Third, Johnny took out a ton of smaller loans from all sorts of companies including the Frankfurt Bank Association, Telestrian, the Pacific Rim Bank, Aithne Oakforest, and Aztechnology's Domingo "Ding" Ramos.
- 2XL
- Whoa. Things are starting to come together. But it still doesn't make sense why Spinrad's creditors would take the risk. Spinrad is far from a sure thing.
- Mr. Bonds
- C&C is known for taking huge risks. In fact, this is the biggest reason they maneuvered to AA status so quickly. Well, that and they would make a deal with the literal devil if it helped their bottom line. They are horrible people. On

reflection, it is the bank that Johnny Spinrad was always destined to be allies with. But anyway, I heard the loan from GS to Spln included some loose interest payments but a springing executor contract to make it a debt-equity exchange of Spln restructures. GS would end up turning half the loan into ownership of anything new while also transferring the debt payments from Spln to the new company.

- Kay St. Irregular
- Patience. I told you I would get to that. For some reason, starting with Chalmers & Cole, Johnny has been making deals with his creditors that have included wildly aggressive claw-back provisions in the event of his death or incapacitation. In fact, C&C got a reverse life insurance policy stating that if anything happens to Johnny, they make out like bandits.
- 2XL
- The Al Thani family also signed an airtight Islamic marriage contract when they made a loan to Johnny, meaning that if he messes up his vows or dies, his wife would own Spln. Of course, none of these creditors know that Johnny made the same deal with nearly everyone. This is probably why Johnny spends more on private security and body upgrades than literally anyone on the planet.
- 2XL
- I am jealous. Where'd you see these contracts?
- Orbital DK
- I don't kiss and tell, but I paid very well to get someone inside Spinrad's personal office.
- 2XL
- Okay, that's bullsh*t. No one could pull that off. I've tried twice. It's impossible. Which is calling all of what you are laying down here into question.
- Respec
- If I see where this is going, Spinrad is making a huge gamble that whatever company is created in the dust of these transactions will be able to hit it big—that equity ownership on the loan in addition to what capital Global brings to the table means he could be in real danger of a minority ownership, this whole marriage gambit notwithstanding.
- Kay St. Irregular

- My Portuguese contacts tell me there is a lot of shadow work based on Johnny's "acquisition" of Lusiada. It seems that it was the Balsemaos family who tipped the scales in selling out the partially nationalized interests of Lusiada to Johnny. This doesn't sit well with the current matriarch of the Champalumaud family, Catarina. Word is there are some challenges to the transfer of ownership under Portuguese estate law as Catarina is pushing and financing the challenge from the now de-frocked Diogo Espirito-Santos. If this is successful, Johnny wouldn't have control of Lusiada anymore and would be stuck as part of a ruling council, where his old swagger wouldn't carry much weight.
- Thorn
- Johnny really upset the apple cart when he messed with the Old Man's long-term plans for Lusiada because he needed them to make a European beachfront against the encroachment of the rising Atlantis next decade.
- Plan 9
- If anyone needs me to debunk that, there's a good chance you're already in a spot where you wouldn't pay attention to the debunking anyway.
- Snopes
- I'm still puzzled by the combination of Spinrad and Global Sandstorm. The cultural differences between the two are so vast, it will be hard to overcome. I can see why they went for it, since that's a pretty big prize to grab, but there will be a lot of work making the parts into some sort of whole.
- Mihoshi Oni
- What is the only guaranteed thing that can bring radically different people together in nearly perfect unity?
- Old Crow
- A common enemy?
- Mihoshi Oni
- Bingo. You realize who the common enemy of Spinrad, Global Sandstorm, Villiers, the elves, and the Azzies are, right? Once you see who they all hate more than they dislike each other, and you'll know exactly what the first order of business for Spinstorm will be.
- Old Crow



WUXING MARITIME SECURITY DIVISION

POSTED BY: BROADSIDE

The average bloke knows very little about Wuxing, except that it exists, so it's unsurprising how little is known about their Maritime Security Division. Formerly known as the Worldwide Shipping Special Security Division and jokingly called the "Wuxing Marines" (as a jab at the similar unit fielded by rival Maersk), the MSD also specializes in protection and sometimes recovery of all Wuxing maritime assets. But that's where the similarities end.

While the Maersk boys and girls are specialists and relatively few in number, the MSD is considered a part of Wuxing's general security forces and is rumored to have enough members to put at least one, sometimes two, MSD teams on every Wuxing ship and port in addition to any obvious security. Of course, these are rumors and hard to confirm, because unlike their Maersk counterparts, the MSD prefers for their operatives to blend in with the crew in order to "promote harmony" or some such drek in accordance with their geomantic ways and beliefs. More than once, some unlucky sod or group of sods boarded a Wuxing vessel and bypassed token resistance, only to find themselves getting their arses kicked by some cook or deckhand slinging spells or channeling mojo.

Oh yeah, that's another thing. The MSD also seems to have an above average number of awakened operatives among their ranks. So it's not uncommon for intruders to also have to face off against spirits as well. Keep that in mind if you're ever hired to take one of their ships.

Cheers!

- Don't discount their augmented operatives either. The MSD prefers 'ware that increases speed and/or reaction to end engagements quickly. Masters of shipboard CQB, they frequently use flash-bangs, gas grenades, and a wide variety of non-lethal ordinance, usually in their "around the corner" guns to prevent excessive damage to the ship. But when they do go hot, combat shotguns are their weapons of choice.
- Kane

GAME INFORMATION

CORPSEC QUALITIES: POSITIVE

CORPORATE LOYALIST

(COST: 7 KARMA)

The corporation is both mother and father; the corporation is everything you will ever need. Either by birth or by choice, you recognize your particular corporation as the most important thing in your life. As such, you strive to ensure its continued growth and prosperity by whatever means you are able. And for your efforts you are recognized as a model corporate citizen, an example to be lauded and emulated. When dealing with anyone from your corporation, you receive a +1 bonus on all social interactions, tests, and Composure tests. You also gain a +2 to resist all attempts to act against your corporation by persuasion, force, or any other means.

LOCATION ATTUNEMENT

(COST: 5, 7, 9 KARMA)

Sometimes, one becomes so used to a specific place or location that they simply *know* when something is wrong or out of place, even if they don't yet know what exactly what it is. This awareness does not come from a specific source and can be visual, audible, tactile, intuitive, or a combination of other factors, or all the above. To gain the benefits of this quality, the individual must specify where and what the location is and the nature of the connection. For example, a rigger may become attuned to their shop, a security guard may become attuned to the building or facility they routinely patrol, or a beat cop may become attuned to a block they're frequently called to. A person with this quality will notice when things are out of place or amiss more often than others and will receive a +2 on all Perception tests related to the area, which also includes Surprise tests. For five Karma, the location will be relatively small, the equivalent to a shop or small house. At seven Karma, the location will be the equivalent of a large house or small complex. At nine Karma, the location can be up to a half-kilometer square area such as a security complex and everything within it. The specific location must be



one that the individual is at on a regular basis. If the individual is away from their designated location for longer than two weeks, the bonus drops to +1. If away for longer than a month, the bonus is lost completely and the individual must spend up to a month in the location to regain the full bonus. This quality can be taken multiple times for multiple locations.

NATURAL LEADER

(COST: 5 KARMA)

Whether because of your skill, charisma, determination, or just dumb luck, people look to you for leadership when things need to get done or when operations go sideways. And the thing is, you actually have the chops to pull it off. Individuals with this quality gain +1 to all Leadership and Teamwork tests connected to Combat Maneuver tests.

OBSERVANT

(COST: 5 KARMA)

You have a keen eye for detail, and your mind picks up on these details quicker than most, which allows you to notice things that others might miss. This may be the result of training or natural talent, or you've played way too many puzzle games on your commlink. The Observe In Detail action becomes a Free Action.

CORPSEC QUALITIES: NEGATIVE

STAY OUT OF MY WAY

(BONUS: 9 KARMA)

You are the kind of person who will stop at nothing to get to the top, and everyone around you is nothing more than another step on that ladder. They may call you things like "buddy fragger," "Blue Flacon," or "bus driver" (as in throwing someone under one), but you don't care. As long as you get what you want, they can complain until they turn blue. You'll just look down on them as you toast your own success. In any social situation except those involving your direct superiors, your negative reputation precedes you, and you have a -1 dice pool modifier to all social interactions. Additionally, when the situation presents itself, you must make a Composure (3) test to not stab someone in the back for your personal gain.

CORPORATE PARIAH

(BONUS: 7 OR 10 KARMA)

You are still loyal to your corporation, but at some point in your past something happened (whether it was your fault or not) that caused you to be ostracized by your superiors and shunned by your fellow corp citizens. But you are determined to regain your corporation's favor. At the 7 Karma level, you still have your corporate SIN because you are still of some use to the corporation, but the stigma of what you did shadows everything you do, resulting in a -2 for all social interactions with the members of your corporation. At 10 Karma, your transgression was severe enough that you were terminated from your position and forced onto the streets. You have a -3 penalty for all interactions with your now-former co-workers, including any Mr. Johnsons from that corporation.

THIS IS YOUR LAST CHANCE

(BONUS: 3 KARMA)

Maybe you just don't care, or you have the worse luck, but you seem to be the biggest drek-magnet, and things just never seem to go your way. You're not necessarily a bad person, and you try your best; it's just that you keep finding yourself in trouble, or trouble seems to find you. Thankfully, you're considered more of a lovable screw-up and are well enough liked or have enough valuable skills that you haven't been fired ... yet. However, your superiors have their eyes on you because one more major mistake, and you'll be an ex-corporate employee. Note: When taking this quality, the gamemaster and player should discuss the exact nature of what will get the player terminated from their corporation as well as the backstory of the player's previous mistakes.

CORPSEC LIFE MODULES FORMATIVE YEARS

CORP KID

Your parents were corp citizens, and so are you. For the first few years of your life, that's all you knew. You went to the corp-sponsored school, shopped at corp-sponsored places, and did all the things that were expected of you. Sure, it was a bit boring and maybe a bit stifling, but you quickly learned how the game is played, and you developed a knack for corp politics and the like, even though you caught on to their bulldrek early on.



- **Attributes:** +1 Charisma, +1 Intuition
- **Qualities:** Common Sense, SINner (Corporate Limited), Perceptive
- **Skills:** Con +1, Etiquette (Corp) +1, Negotiation +1, Perception +1, Sneaking +1, Knowledge (Corp Politics) +1, Language +1

CORP SILVER SPOONER

Boy, did you hit the jackpot! Not only were you born into a corp family, but you're practically corp royalty! One or both of your parents holds or held a position of high esteem within the corporation. Maybe they were a senior VP or a hotshot developer of some kind. Growing up, you wanted for nothing and got all the latest stuff, education, and attention. Because of your lineage, you were groomed for big things.

- **Attributes:** Charisma +1, Logic +1
- **Qualities:** Born Rich, Privileged Family Name, SINner (Corporate Limited)
- **Skills:** Etiquette +1, Intimidation +1, Leadership +1, Negotiation +1, Perception +1, Knowledge (Academic) +1, Knowledge (Corporate) +1, Language +1

TEEN YEARS

CORP TEEN

Growing up as a corporate teen can be ... interesting. On one hand, people are constantly trying to encourage you to "find your true potential," which is corp-speak for finding your future corporate function. On the other hand, you're still a teen, prone to trying things that aren't exactly corporate approved. Will you find your own way, or find your potential within the corporation?

- **Attributes:** Intuition +1, Logic +1
- **Qualities:** Daredevil, Records On File (3), SINner (Corporate Limited)
- **Skills:** Con +1, Intimidation +1, Perception +1, Performance +1, Running +1, Sneaking +1, Knowledge (Academic) +1

FURTHER EDUCATION

CORP COLLEGE STUDENT

You may have been a corporate kid sent to gain some kind of higher learning, or maybe you were discovered by a corp and deemed worthy of sponsorship. Either way, you've found yourself attending a corporate-sponsored school or going to school on a corporate scholarship. This

may seem like a sweet deal, especially if you've gotten off the streets or something similar, but the corp sees you as an investment. And they will want something for their investment.

- **Attributes:** Logic +1, Intuition +1
- **Qualities:** College Education or Technical School Education (choose one), Common Sense, Day Job (5 Karma), Perceptive (5 Karma)
- **Skills:** Etiquette (Academic) +1, First Aid +1, Instruction +1, Performance +1, Perception +1, Academic Knowledge +1 or Professional Knowledge +1, Language +1

REAL LIFE

CORPSEC OFFICER, BASIC

Growing up within the corporation, you never were much of a book worm. It's not that you were stupid by any stretch of the imagination; it's just that you were drawn more to the physical side of things. That, and you were able to take and understand orders when needed. This made you a suitable candidate for your corporation's basic corpsec training program. Or maybe you've had experience elsewhere and decided that a nice, steady job is more your pace. Either way, you're now on the job and learning all you can about corporate security policies and procedures. Maybe if you work hard enough, you'll find a spot on one of the elite corpsec teams.

- **Attributes:** Body +1, Agility +1
- **Qualities:** Day Job (15 Karma), Location Attunement (5 Karma), Observant, Perceptive (5 Karma)
- **Skills:** First Aid +1, Leadership +1, Intimidation +1, Perception +1, Pistols +1, Running +1, Tracking +1, Knowledge (Small Unit Tactics) +1

COMPANY TROUBLESHOOTER

You are considered a loyal corporate employee. You may have started out at the lowest rungs of the company ladder, but you worked your way into a position of importance through a mix of determination, skill, and luck. Along the way, you had the opportunity to cross-train in a wide variety of skills, which makes you even more valuable. Now, you're called on to help or lead the way when your corporation has a special problem that needs fixing.



- **Attributes:** Logic +1, Charisma +1
- **Qualities:** Observant, Solid Rep, Records On File (4), SINner (Corporate Limited)
- **Skills:** Automatics +1, Con +1, Etiquette +1, Instruction +1, Intimidation, +1, Leadership +1, Pistols +1, Sneaking +1, Tracking +1, Pilot Ground Craft +1, Unarmed Combat +1, Knowledge (Small Unit Tactics) +1

RISING STAR

Someone once said that you'll go very far in the company, and they were right. Through determination, force of personality, luck, or a whole lot of hoop-kicking, you're now considered a golden boy/girl within the company. You made the connections, did the work (or at least took credit for it), and now ... gosh darn it, people just seem to want to keep promoting you.

- **Attributes:** Charisma +1, Intuition +1
- **Qualities:** Driven, Natural Leader, Legendary Rep, Stay Out Of My Way
- **Skills:** Con +1, Etiquette +1, Intimidation +1, Leadership +1, Palming +1, Perception +1, Professional Knowledge +1, Language +1

WARM BODY

Sometimes, the only thing someone strives for is a steady paycheck, some benefits, and maybe a small pension or retirement package to fall back on. Or maybe you realized that you're not the best there is out there and the best thing you can do right now (for whatever reason) is simply stay below the supervisor's radar. OR ... maybe the corp just needs someone, anyone, to occupy some space. While it may not be the most glamorous of positions, there is something to be said for blending into the background.

- **Attributes:** Intuition +1, Logic +1
- **Qualities:** Blandness, Corporate Pariah, Location Attunement (7 Karma), This Is Your Last Chance
- **Skills:** Con +1, Etiquette +1, Palming +1, Perception +2, Running +1, Sneaking +2, Tracking +1, Knowledge (Local Geography) +1

CORPSEC ARSENAL

ARES FIREWATCH "BUG STOMPER" CUSTOM ARMOR

Based on a mandate from Damien Knight himself, the Bug Stomper armor was designed spe-



cifically to provide members of Firewatch the best possible means to survive a close-quarters encounter with a bug spirit. Based on the standard medium-level mil-spec armor, the Bug Stomper is made of proprietary materials that provide an increased amount of protection over a standard suit of its level, but at only three-quarters the weight. Its lighter weight, combined with a patented Easy-Flow powered joint system, makes it completely un-restrictive to the user. Specially designed compartments also increase the armor's capacity. Additional features include a micro and small drone rack (standard) or the new Gunfighter Scabbard modular, quick-release weapons holsters for an additional 2,000 nuyen. This system can hold an additional weapon (up to the size of an assault rifle, shotgun, or sniper rifle) on the back.



- The armor is definitely nice, but good luck trying to get one. These are meant for Firewatch only, and Ares is very strict when it comes to these units and will go after any non-Firewatch personnel who obtain one. Although given current events, who knows?
- Red Anya

ARES ARMS BUG STOMPER CUSTOM ARMOR			
RATING	CAPACITY	AVAIL	COST
20	20	30F	35,000¥
Features: Custom Fit, Holster (Pistol), Gear Access, Increase Social Limit by 2 for Intimidation Checks.			
Optional Features: Drone rack (micro or small, standard) or gunfighter scabbard			
Special Rules: No other armor can be worn in combination with Bug Stomper armor aside from a helmet.			

STONER-ARES M-22A1 VEHICLE MOUNTED HEAVY MACHINE GUN

Based on the Browning M-2 .50-cal heavy machine gun, the M-22A1 is a modern upgrade of the legendary weapon. In 2061, Ares bought out the rights to the M-2 from Browning, who later sued, claiming bad faith in the deal. But after a decade of appeals, Ares through their partner Stoner Weapons began development of the new “Ma Duce.” The result was a heavy machine gun that was so big, so powerful, and had so much recoil, that the only way it could be used effectively was mounted to a vehicle or a heavy combat drone. Produced in very limited numbers, the “Mad Mama,” as it’s called, is used exclusively by Firewatch teams when the heaviest firepower is needed.

STONER-ARES M-22A1 VEHICLE MOUNTED HEAVY MACHINE GUN							
ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
4	18P	-6	FA	+6	200 (belt)	24F	29,000¥
Standard Equipment: Smartgun Targeting System							

AZTECHNOLOGY BLOOD DRINKER COMBAT AXE

Rumored to have been used by Aztlan and Aztechnology Special Forces as far back as 2061, the Blood Drinker was only recently revealed to the public following the Az-Am War. Slightly larger than a standard tomahawk, the Blood Drinker looks like a cross between a hand axe and an ancient macauitl. While the style and shape of the blade varies by owner, each blade head is made

from molecularly hardened and sharpened obsidian with a titanium-tungsten shaft. These blades can be simple or ornately crafted, depending on the owner’s preferences. But no matter the look, Blood Drinkers are meant for combat and are a status symbol among the Aztlan/Aztechnology security and soldiery.

- These are also quite popular with blood mages, who like to turn them into weapon foci.
- Marcos

AZTECHNOLOGY BLOOD DRINKER COMBAT AXE				
ACC	DV	AP	AVAIL	COST
Physical	(STR+3)P	-3	12F	500¥

EVO/YAMATETSU NAVAL TECHNOLOGIES RAMPART PORTABLE BALLISTIC EMPLACEMENT

In the chaos of a firefight, sometimes it’s hard to find decent cover, let alone protect civilians. In an effort to provide their security with a means to protect both themselves and innocent civilians, Evo (through their subsidiary Yamatetsu) developed a portable ballistic emplacement that allowed responders to bring their cover with them. Made of a Kevlar weave with ballistic-deflecting ceramic micro-plates on a titanium frame, the Rampart is the size and weight of a standard ballistic shield. But when activated either manually or through a DNI, the Rampart can horizontally expand up to four meters wide. Extremely popular with Evo corporate security responders, Yamatetsu currently has no plans to sell the Rampart on the open market, instead preferring to offer it to favored customers.

- In a firefight, anything is better than nothing, I guess. And while I can see how this would have its uses, I’ve also seen hackers easily take these things over. The look on the sec-guards face when their cover suddenly folded up was priceless.
- DangerSensei

YAMATETSU NAVAL TECHNOLOGIES RAMPART PORTABLE BALLISTIC EMPLACEMENT		
RATING	AVAIL	COST
+10 (hardened)	12F	3,000¥
Special Rules: Takes Simple Action to deploy through DNI, Complex Action manually. Hardened armor applies to all configurations.		



HORIZON-FLYNN DEFENSE-COM COMMLINK WEAPONS

Sometimes the best weapon one has is the one no one knows they have. Once again partnering with renowned bladesmith Dante Flynn, Horizon has recently released their Defense-Com brand of concealed weapons. Designed to look like standard (but non-functional) commlinks, Defense-Com weapons come in three varieties: the Def-Com hold-out pistol, taser, and defensive knife. Each one is perfect for the person who requires protection but doesn't want to draw attention.

- These things can be handy. Undercover Horizon Protectors are fond of these. Because of the low damage profile, they usually load the pistol with capsule rounds filled with appropriate night-night juice. The taser is decent, but the knife is solid. I carry one. However, I suggest getting to know them before you use them. Nothing worse than grabbing the wrong 'link.
- Mika

HORIZON-FLYNN DEFENSE-COM COMMLINK WEAPONS: HOLD OUT PISTOL						
ACC	DV	AP	MODE	AMMO	AVAIL	COST
5	5P	—	SS	2(b)	10	400

HORIZON-FLYNN DEFENSE-COM COMMLINK WEAPONS: TASER						
ACC	DV	AP	MODE	AMMO	AVAIL	COST
5	6S(e)	-4	SS	4(b)	10	300¥

HORIZON-FLYNN DEFENSE-COM COMMLINK WEAPONS: KNIFE						
ACC	REACH	DV	AP	AVAIL	COST	
4	—	(STR)P	-2	10	250¥	

LONE STAR'S REMINGTON 995 "BUZZSAW"

A variant of their classic 990 shotgun, the 995 "Buzzsaw" has gained a reputation as being a simple yet reliable and rugged entry gun. Currently a favorite among Lone Star's Shadowriders, the 995 has a pistol grip in place of the standard stock. But what makes the 995 an effective door breacher is the barrel-mounted titanium "teeth" that are jammed into a lock or door hinge that prevent the weapon from skipping off when fired. It also features a grip handle that attaches to the pump-action but goes over the weapon, allowing for rapid chamber-

ing and maneuvering in close quarters. Both these features allow for quick seating and employment of the weapon.

- Those teeth also hurt when you jam them into someone's hand, neck, or whatever.
- Kane

REMINGTON 995 "BUZZSAW" SHOTGUN							
ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
4	11P	-1	SA	—	8(c)	6R	1,000¥

Standard Upgrades: Breaching teeth, foregrip, modified pump handle, side mount (top and bottom).
Special Rules: Breaching teeth provide +2 to accuracy when weapon barrel is seated against a target.

LONE STAR'S BATES-BROWN TACTICAL COMBAT BOOTS

Also known as "drek-kicker" boots, these specially designed combat boots not only protect one's feet and look stylish with tactical gear, but with their reinforced soles and metal toes they also act as knucks for kicking. That's right, with these boots, kick attacks are more damaging than ever. Perfect for kicking in doors or a perp's guts!

- One of the most cringe-worthy things I've seen is a Star adept cop spin-kick a troll suspect in his ... well you get the idea. Frag, that looked like it hurt!
- Bull

BATES-BROWN TACTICAL COMBAT BOOTS					
ACC	REACH	DV	AP	AVAIL	COST
4	—	(STR+2)P	-4	10	250¥

Special Rules: +5 armor against attacks to the feet

MAERSK SHIPYARDS WAVECUTTER MPAC

The Wavecutter MPAC, or Maritime Patrol and Assault Craft, is loosely based on the PT-style watercraft. But other than a few design features, the Wavecutter and PTs have little in common. Designed to fulfill a wide variety of maritime warfare and security roles, the twenty-eight-meter-long Wavecutter weighs only approximately twenty-five tons despite its heavily armored hull. The Wavecutter also features a powerful Packard-Voss V-31 Maritime engine that allows for an impressive surface speed and maneuverability profile. While the base model comes with several features such as a small landing ramp that opens



to store a semi-rigid inflatable vehicle or other small watercraft (up to two small craft, takes one Complex Action to deploy). The Wavecutter also has several other features that allow for extended operations and is a favorite of Maersk's Marines, who use it extensively.

- What you have here is a t-bird on water. Depending on the modifications, this thing can be a floating gunship, drone carrier, or a special-ops taxi. And Maersk uses them for all of the above. It's one of the few times I find myself envious of a corp, because they're hard, but not impossible, to get if you're not cozy with Maersk.
- Kane

MAERSK SHIPYARDS WAVECUTTER MPAC									
HAND	SPEED	ACCEL	BODY	ARM	PILOT	SENS	SEATS	AVAIL	COST
5	5	3	25	25	4	5	12	22F	360,000¥

Standard Equipment: Amenities (low), commlink (DR 7), ECM 4, four additional body modification slots, four additional weapon mount slots, manual control override, rigger cocoon, rigger interface, satellite link, sun cell, signature masking 4

Special Equipment: Small craft bay (rear).

MCT/WINCHESTER-HOWE HORNET DIRECT-FIRE MINI-GRENADE

For a corporation that's famous for its Zero-Zone security, most weren't surprised when MCT subcontracted munitions manufacturer Winchester-Howe to develop the Hornet mini-grenade. A cross between a grenade and a rocket, the Hornet is launched from a grenade launcher, but instead of arching, it is a direct-fire, single-target weapon. Like a grenade, the Hornet can be programmed to detonate based on a timer or proximity to a target. Before impact, the Hornet splits into six different projectiles, which gives it a burst-fire-like effect. While the Hornet can be used in any standard grenade launcher, the targeting sensors in the grenade's head tend to malfunction, which often prevents projectile separation and cancels the burst effect.

WINCHESTER-HOWE HORNET DIRECT-FIRE MINI-GRENADE				
DV	AP	BLAST	AVAIL	COST
12P	-2	Special	16F	400¥

Special Rules: During normal operations, the Hornet is considered to be a six-round burst fire weapon; normal rules apply. On a glitch when firing, the Hornet does not separate. It will still do base DV -2, but will lose its AP.

RENRAKU RED SAMURAI KATANA

The ultimate badge of honor and service among Renraku's Elite Red Samurai, these blades works of art as much as functional weapons, forged with a blend of modern and ancient techniques. Legend says that if a Red Samurai draws their blade, it must taste blood or it will turn on its owner. Whether this is true or not remains to be seen, but when a Red Samurai draws their blade, someone usually dies. A Red Samurai would rather die than give up their blade willingly. Blades of honorably fallen or passed Samurai are considered sacred items.

- And the Reds take this very seriously. Don't get any ideas about stealing one, unless you want the entire Red Samurai corps after you. I'm not kidding.
- Thorn

RENRAKU RED SAMURAI KATANA					
ACC	REACH	DV	AP	AVAIL	COST
6	1	(STR+3)P	-4	NA	NA

RENRAKU/INGRAM SUPERMACH 200

A weapon design subcontracted through the Ingram weapons corporation, the Supermach 200 is a favorite among Najima (Renraku's security subsidiary) and the Blue Samurai. An update of the popular Supermach 100, the 200 is designed to be light, compact, and hold a substantial ammo capacity. But in order to accomplish all this, Ingram was forced to create a special proprietary ammo type that can only be used in this weapon. The result was a round that lacked the raw damage profile of most weapons of similar caliber, but to compensate it had one of the best armor-penetration profiles without having to use APDS ammo. Despite the 200's supposed flaws, Renraku is more than satisfied with the weapon, citing the low potential for blow-through, and has contracted for several thousand over the next few years.

INGRAM SUPERMACH 2000 SMG							
ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
6	5P	-6	BF/FA	-2	40(c)	18F	5,000¥

Standard Upgrades: Internal smartgun system, shock pad

Special Rules: Because of its specialized design, this weapon can only take custom ammo. For gameplay, treat price as standard ammo but with Availability of 16F.



SAEDER-KRUPP/ONOTARI ARMS SILENT CLAW STILETTO

Not well-known to the public but well-known in the shadows is Onotari Arm's Silent Claw stiletto. A favorite among assassins who can get their hands on one, the weapon is preferred by Saeder-Krupp's covert operatives. Made of a lightweight but durable ceramic alloy, the Silent Claw is immune to all MAD scanners. And with a nano-forged diamond tip, it can, in the right hands, bypass all but the most hardened of armors.

- Rumors say that Lofwyr gives personalized versions of these to his most loyal and successful operatives. His right-hand drake, Scale, is said to have one made not of ceramic materials, but from the fang of an enemy dragon he personally killed at GeMiTo.
- Wyrms Watcher

ONOTARI ARMS SILENT CLAW STILETTO					
ACC	REACH	DV	AP	AVAIL	COST
6	—	(STR)P	-5	12F	400¥

Special Rules: Because of the weapon's nature, AP is only applied during a thrusting attack. Otherwise, AP is —.

SHIAWASE/NEMESIS ARMS MAN-CATCHER

A prototype weapon system long considered a failure, the Man-Catcher was one of many projects recently re-discovered by Nemesis Arms during the Megacorp Audit. A part of the low-priority non-lethal division, the Man-Catcher is in essence a rocket launcher that fires a warhead filled with a fast-acting compound that, when exposed to air, expands slightly and turns into a rubber-like substance. Anything coming into contact or coated with it will become stuck and eventually immobile. The problem with the system wasn't the launcher or warhead, but rather the chemical compound payload. On second review, a solution was found, and the system became viable. The launcher itself is a small tube approximately fifty centimeters long, the warhead approximately thirty centimeters. When used against a target, the warhead can be pre-programmed to detonate by timer, proximity, or impact, though with the latter the compound only has a fifty percent chance of working (roll 1D6 with no re-rolls for Edge; it works on a 4 or better). Weapon requires Exotic Ranged Weapon (Man-Catcher) to operate.

NEMESIS ARMS MAN CATCHER							
ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
4	Ammo	—	SS	—	10(m)	18F	6,000¥

MAN-CATCHER AMMO COMPOUND				
DV	AP	BLAST	AVAIL	COST
Rules	—	10m	18	200¥ (10 shots)

Special Rules: Anyone/thing caught within the blast radius must make an opposed grapple test against a dice pool of 12 or they will be considered trapped and unable to move as the compound hardens and expands an additional one meter.

WUXING-ARMTECH PTL-02

In 2071, Wuxing approached ArmTech about developing a weapon specifically for use underwater. Having already developed a highly successful line of grenade launchers and projectile launchers for use in space, ArmTech gladly accepted the offer. After three years of research and development, ArmTech presented Wuxing with their Personal Torpedo Launcher 01 prototype. After another year of field testing and refinement, the PTL-02 officially entered service with the Marine Security Division and has had a successful track record since. Basically another grenade launcher, the PTL-02 fires custom mini-grenade torpedoes. Currently, there are only two types of torpedo-grenades: high explosive/armor piercing (HEAP), which are designed to impact a target, and concussive/depth charge, which is an area effect weapon.

ARMTECH PTL-02 TORPEDO-GRENADE LAUNCHER							
ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
5	Torpedo	—	SS	—	6 (cy)	18F	5,000¥

Standard Upgrades: Environment modification 2 (underwater)

HEAP TORPEDO				
DV	AP	BLAST	AVAIL	COST
14P	-4	-2/m	14F	300¥

DEPTH CHARGE TORPEDO				
DV	AP	BLAST	AVAIL	COST
12S	-4	10m	12F	175¥





AT SEA

“Surrender. You have nowhere to go.”

The voice was not wrong. Its megaphone echo only emphasized the surrounding emptiness. There was 120 meters of boat. Then dozens of kilometers of water with no one in it, as far as Fistik was aware. But she had a secret weapon.

“We have your partner,” the megaphone voice announced. “He is bleeding out. Surrender.”

Drek.

The sun had just barely peeked over the horizon. The cover of darkness she and Devrim had used to get here was gone. She had a maybe a thousand or two square meters in which to hide. But only one central staircase, so if the security on board had even a small amount of a clue, she’d have trouble doing any significant moving around.

She also had a coin supposedly worth hundreds of thousands of nuyen in her pocket.

She ran through her options. It didn’t take long.

She ran, shoulders hunched, gun curled close. The carpet muffled her footsteps, but not enough. They would hear. That was okay. The hallway branching off to the left was less than two meters wide. That’s what she had to cross.

She heard feet rushing down the stairs toward her. They had heard.

She leaped as she crossed the opening. It was the right

call. Whoever was coming down the stairs rounded a corner and didn’t get their gun raised in time. They shot low. Tragic holes appeared in the walnut paneling.

Fistik ran through a door and slammed it behind her. She kept to the left side of the hallway—the door was not thick enough to stop a bullet, so she was still vulnerable. Then she crashed through a second door into the boat’s master cabin.

She closed the door but didn’t try to barricade it. She’d been on boats before. Fraggin’ furniture was always fastened in place. But she knew this book at least as well as its owners thanks to the studying she had done in advance, and she knew what she had to do from here.

She bounded onto the bed and jumped up, arms shielding her head. Her left hand was cyber, with a rounded point set near the wrist. That point hit the skylight window first and broke the tempered glass so that the rest of her could go through. Her arms caught the edge of the outside of the pane, and she pulled the rest of herself up and through.

Shots rang out behind her. She didn’t look at where they were coming from. She was running between metal railings that led to the foredeck, then down a few steps. She saw bullets hit the hull to her right, so she veered left, then climbed up the hull and went over the edge.

Gecko tape kept her above the water line and out of sight.





BY KAI O'CONNAL

She had more flexibility of movement than she had before, but that still wasn't saying much. She knew the one thing she needed that would help her get out of this.

An ally.

She needed to know where they were holding Devrim. She worked through the plans in her mind. She had dashed across the entire main deck. He wasn't there. They wouldn't have taken him down to the interior deck. The flybridge was probably too open—they couldn't risk him getting a sudden surge of strength and diving over the side. No, the pilothouse made the most sense. There would always be at least one other person there steering the boat anyway, and odds were the owner of the boat was there, too, now that his morning hot tub routine had been interrupted. The stairs going down to the main deck were right behind the pilot's chair—it really was the right place to hold Devrim.

One problem solved while she scurried around the side of the hull and waited for an unwelcome face to peer over the railing. Now to figure out what to do about it.

There was no other way to access the pilothouse except from the aft side, unless she wanted to go through glass again. But the glass she would have to go through were panes that someone was looking through almost constantly. The aft approach wasn't much better, but probably the best of a

limited set of options. And if she couldn't surprise them in the "where," she'd work on the "how."

She had crawled past the front of the boat and over along the starboard side, then moved up toward the railing. A bullet that would end this all could come at any second, and she wouldn't be able to stop it.

Which meant it wasn't worth worrying about.

She hadn't been able to bring a ton of gear with her on this mission, and she was going to use just about every piece she had in the next ten seconds.

First the grapple gun. She pointed at the top of the rear mast of the ship, which had just come into view, and fired. There was an attention-grabbing clang, then a whir as the winch in the gun retracted. She was yanked forward, pulled at a speed the winch's manufacturers had never intended, because they were weak cowards. Her neck snapped with the first yank but didn't break, so all was well.

Gunfire came immediately, but it passed behind her. They didn't adjust to her speed. She had only a few seconds for three quick moves—securing the gun on her belt, pulling out her Raiden with her left hand, and drawing her dagger with the right. She was swinging forward as the winch pulled her up, and she knew any time she spent not moving increased the likelihood of death. About two meters from the top of the



mast, she let go of the grapple gun with a twinge of regret at its loss and, for a brief moment, hung in the air dozens of meters above the highest deck.

And she flew. She might be dead before the sun peaked in the sky. She might be dead before she landed. She might be dead in a blink. But this moment, right now, she was flying toward a metallic-blue sail, dagger in hand, while the morning sun made the light clouds pink and painted a wobbly red line in the water pointing directly at her, and the boat beneath her was gleaming and new, and she had a coin in her pocket that potentially could keep her comfortable for *years*, and if she died in a second it would be all right because at this moment she was one hundred percent alive.

She could not bask in that moment for long, though. The sail was approaching. Her knife had to do its work.

She stabbed into the sail, and for a moment it resisted her and everything was lost as its tip skimmed down the surface of the cloth without biting. But then it sliced deeper, cutting into and through, and it wanted to point upward as her weight pulled it down, but she resisted with every bit of strength in her arm. Both her bicep and triceps started to burn almost immediately with the strain, but they did the work they were supposed to do, controlling her descent while she looked down at the security officers who had raised their guns and were firing. Firing from too short a range. Her armor vest absorbed a couple of slugs, which always hurt. One nicked her left leg. She'd check it out later. Hopefully it wouldn't bleed so fast that she'd pass out.

There were two of them down below, and she needed them dead. She knew her gun's capacity, and she knew she could probably spare a dozen rounds per guard and still have plenty to get her to a place where she could reload. And if she couldn't get the job done with twelve rounds per person, she probably deserved to be shot and dumped into the ocean.

She had only her knife arm to balance her, and recoil jerked her around with extra vigor. The first few shots might have been fired by someone who had never used an assault rifle before. For the first time in this whole encounter, she was happy to be kilometers away from any sort of civilization, so that the witnesses to her poor marksmanship were few. And hopefully, they would be dead shortly.

And they were. She adapted, let her arm feel the flow of the gun's movement, holding it not too tight, not too loose, adjusting for her position and her movement and maybe the pitch and yaw of the boat, who the hell knows, a lot of it was instinct, but she did it. Ugly wounds appeared in the neck and jaw of one shooter, then she moved her arm quick and got the forehead of the other.

The rest of her journey down was accompanied only by the relative quiet of fabric being sliced. She wished she could take time to enjoy it, but she knew reinforcements would not be far off. Which was good, because she needed them up here so that she could do the entirely stupid thing she had planned to do.

The mast she was standing near was on a platform above the flybridge's hot tub. The tub was empty—clearly she had ended the owner's morning soak. She felt no guilt whatsoever about that. To her right were the stairs leading down to the pilothouse level. Instead of going down it, though she ran by the mast toward the rear of the boat. She couldn't move too fast, though—she needed to be seen.

The security personnel didn't let her down. A head popped up, followed by shoulders, then an arm firing a gun. The gun fired.

Too late. She was disappearing off the back of this level, preparing to drop on the rear of the patio area behind the pilot house. She jumped over the railing, then grabbed it as she fell so her descent could be more controlled.

At least, that's what security was supposed to think. Sure enough, she heard feet scuffle and then thump down. They were moving to intercept her on the lower level. But she was still holding the railing.

Everything now depended on her speed and her knowledge of the boat. And luck. A whole lot of luck.

She pulled herself back up and over, ran forward, regardless of burning lungs or exhaustion or anything. Over another railing, falling almost two meters to the bottom of the stairs on the pilothouse level, turning as she fell. Taking more impact than she wanted, because doing a fall-and-roll move on the bottom of the stairs with gunmen possibly very close by was not a good idea. Not even looking where she ran. Dashing right, loud, grabbing a deck chair and giving it a heave. One thing that was not bolted down, thank ghost. Maybe at someone, maybe not, then hard right again, into the cabin behind the pilothouse. A couch should be on her right. She was betting everything she had that Devrim was on it. And that she wouldn't die immediately.

She turned. He was there. As was another security goon. Who was alert and ready. And shooting *Fistik*. Two in the abdomen. She couldn't breathe. She wanted to fall. That would be death.

She was too close, too fast, to shoot, plus she had just pulled an item out of her pocket. So she swung her rifle and caught the goon in the jaw. Solid. Unlike the food he'd be eating for the next month. He went limp as overcooked spaghetti. Then she tossed the item in her hand—a little paper-wrapped firecracker—onto Devrim. She hoped it would hit the right place, though she wasn't sure if accuracy was critical. It popped as soon as it hit him. Its payload would be released on him. She hoped she would live long enough to see the results of it.

No time to stop. Ahead. Half-spiral staircase on the left. Down. Then ahead, down a hall she had been through before. Into the main cabin, on the bed, back up through the window. Running toward the prow.

Her luck ran out. Three quick shots. One missed. One caught her in the small of the back. Armor made it mostly a bad sting. But the one in the back of her knee was worse. Her leg entirely stopped working. She was back on the small



staircase. If she held herself up on the railing, she would be an upright, stationary target. No good. So she let herself go down. Tumbling down six metal steps. Then scrambling back to the base of them to use the ledge in front of her as cover.

Ten seconds was what she bought herself. Maybe more, if security decided to be cautious. But the shooter had to see she was hit. He knew she wouldn't be good for much. She wanted to grasp her rifle for a reassuring rub of the trigger, but she realized it wasn't in her hands. She turned, glanced toward the front of the boat. There it was, two meters away. In a spot that would be easy to see for someone in the pilothouse. Her luck was entirely done. She couldn't shoot anyone who came into view. And they'd see her gun lying there before they saw her, and they'd know she'd be the less dangerous for it.

Pistol. Pistol at her hip. Her vision was mist and sparkles, so she wasn't sure how well she'd be shooting, but a gun in her hand meant she had a chance. Her hand thudded onto the deck, then she slowly pushed it toward her hip. She felt the cold metal of the grip. She wasn't sure she'd be able to unholster it cleanly.

She did. She was still lying down, and she slid the weapon up, slowly. Slowly. Approaching her head. Get in position. Take aim. Be ready before they ...

Too late. A security goon appeared, top of his head, then sunglasses. Then a confident sneer. Fistik thought about turning to look at the sun. She'd rather have that be the last thing she saw instead of the guard. But she didn't want the goon to think her courage and failed.

His gun came up. Then flew out of his hand. Then he doubled over, then stumbled right. Then right again, pummeled by something. Then a blow that sent him up in the air, and it looked like he wanted to fall, but something didn't let him. He stumbled, trying to gain his footing, but he couldn't find his balance. The starboard railing approached too quickly. It hit him in the waist, then he flopped right over. There was a splash.

Fistik's leg was cold, but the sticky pool it sat in was warm. She wasn't sure she could move her leg with the blood keeping it adhered to the deck. She didn't know how many security personnel were left on the boat. One would find her soon.

There were sounds. Not gunfire. Thuds, thunks. Groans. Maybe a kind of explosion? It was hard to tell. Every noise seemed distant.

Then there were footsteps. Here it was again, the end. Someone approaching. Dark hair first. White sides of the head striped with orange. Crinkled eyes. A smile.

Devrim.

"I was out of it," he said. "Not really paying attention to anything. I couldn't. But the healing preparation. You used it, didn't you?"

Fistik thought she nodded.

"Is the leg your worst hit? Is there something else I can't see?"

That was a yes question followed by a no question. Fistik had no idea how she could answer clearly. Her head lolled, and her eyes rolled back. Maybe that would get the key message across. Somehow. It was all she could do now.

Then the dazzles faded. The rushing that had filled her ears dropped. The world came back to her. The icy numbness in her leg became sharp, horrible pain, then just run-of-the-mill pain. The warmth of healing pushed out the ice.

"I summoned help," Devrim said, sagging only a little from the loss of the energy used to heal her. "They're cleaning the place up."

"The owner?"

"More than willing to be a live dog instead of a dead lion. Tucked away, for now. But he'll hunt us. Probably for the rest of our lives."

"Let's give him something to chase."

"You can walk?"

Fistik nodded and stood. She felt unsteady, but that beat the hell out of bleeding out.

There was splashing to the port side. A round lifeboat had just drifted up next to the yacht. At the rear sat a kind of ball of water that did not stop churning, with some spikes and paddle-like shapes sticking out.

Fistik didn't hesitate. She did a flank vault over the railing and landed next to the lifeboat with a splash. Not in it—she didn't want to damage the precious craft. The warm water felt good as she submerged, then with two kicks she was back to the surface. She grabbed the edge of the lifeboat and climbed in.

Devrim was doing the same next to her. They settled into the boat, lying down, heads on the inflated sides of the raft. Devrim waved his hand, and a semi-opaque barrier appeared two meters above them, filtering but not blocking the sun.

"Shore," he said, and the balled-up water spirt at the back of the boat started churning. The boat moved ahead, west, away the ten rising sun.

Devrim didn't ask if the coin was in her pocket. Of course it was. You could try all sorts of outlandish schemes, you could press your luck in any foolish ways that came to mind, but you could never call yourself a proper pirate if you let the loot get away.



UNCONVENTIONAL WARRIORS

MERCENARIES: FIGHTING FOR FUN AND PROFIT

POSTED BY: COLONEL COBRA

- At Glitch's request, I invited Colonel Cobra here to avoid any whining about bias and implied favoritism. Even though the good colonel is currently semi-retired, he's still considered a legend in the merc community, with over forty years in the field. He's also forgotten more about warfare than most learn in a lifetime. You just have to get past his rather ... mercenary demeanor.
- Picador

War is, and always will be, a business; don't let anyone tell you differently. Pessimistic? Most definitely. I've been a professional merc for a long fragging time and lost more body parts and comrades than I care to think about. But I'm not here to wax philosophic on the nature of war in the Sixth World or debate the simplistic, over-romanticized ideas of honorable versus dishonorable combat (because it's bulldrek). Like everyone else, we're simply trying to survive the drek-storm that's life.

No, I'm here because someone paid me to give a briefing on some of the current wave-makers in the merc trade; all based on my professional opinions, analysis, and assessments, which are in turn based on hard data, not idle commentary or conjecture. Although from what I've heard about JackPoint, there'll be plenty of that to go around anyway.

Don't want to believe me? Well, I won't lose any sleep. I get paid either way.

INTERNATIONAL MERCENARY ASSOCIATION

Following the Great Ghost Dance and subsequent First Matrix Crash, private military con-

tractors quickly became a common alternative to, or a supplement of, depleted military forces worldwide. In an effort to keep the multitude of new mercenary units in check, several of the largest PMCs formed the International Mercenary Association. Today, the IMA is recognized by the UN, Corporate Court, and most national governments as the primary governing body of the mercenary trade.

A combination of regulatory review board, guild, and union, the IMA's primary mandate is:

1. Establishing of codes of conduct, accepted rules of engagement, and basic professional standards of private military contractors/mercenaries. This is primarily done through the IMA Charter, also known as the Association Charter. Similar to the Geneva Conventions, the Association Charter outlines the legal rights of a unit or individual mercenary as well as the contracting employer during the execution of a legally recognized and/or sanctioned contract.

2. Accrediting PMCs/mercenaries so they are legally recognized and afforded the rights granted by the Charter. As part of their accreditation, units are ranked from one to ten, with ten being equivalent to a standing corporate or national military force. This rating is based on multiple factors such as relative unit size, operational history, relative experience, mobility, and overall tactical/strategic capability.

3. Outlining the basic requirements, negotiable terms, and drafting standards of mercenary contracts. It's considered standard practice for all *legitimate* mercenary contracts to be handled through the IMA. This is also addressed in the Association Charter. It also provides copyright protection for associated logos/images under international/corporate law.

4. Enforcing the Association Charter's terms and regulations as well as the results from mediation(s). This covers actions including but not





limited to: termination of accreditation/licensing, forfeiture of assets (depending on specific terms of the contract), or prosecution for crimes in an appropriate court of law.

- While most known mercenary units adhere to the IMA's rules because of the protections they offer, it's widely known that some units, known as Rogue Units, often take contracts or actions not sanctioned by the Association. They tend to be high on the risk-reward spectrum of things. According to the Association Charter, rogue actions are a breach of International Law and most often considered a war crime.
- Fianchetto

22ND SPARTAN LEGION

Unit Type: Armored infantry

Known Strength: Three companies

Unit Rating: 7

Current Deployment: Multiple locations

In comparison to most modern military or paramilitary units, the 22nd Spartan Legion is considered bit anachronistic in their battle doctrine. Viewing themselves as “the true heirs of the ancient Spartan Spirit,” the 22nd Spartans combine modern equipment, specifically mil-spec armor, and ancient battle tactics into a surprisingly effective mix. The net result has made them one of the most respected (and feared) mercenary units in the business.

Officially registered with the IMA in 2066, the Spartans trace their lineage to Sergeant Major Terrence Mithos of the now-defunct Thunder Corps mercenary unit. In 2062, while serving in the Yucatan, the Thunder Corps was thought destroyed to a man after a series of natural disasters ravaged the region. Sergeant Major Mithos somehow survived and spent the next two years wandering the Yucatan's wilds with only a homemade spear for protection.



He returned to civilization after another mercenary unit discovered him in the wild. Reports are unclear about exactly what transpired, but after six months of being listed as MIA, the mercenaries marched into Bogotá with Mithos in the lead. When questioned on what happened, the mercenaries' (former) leader, Lars Olsson, now calling himself "Lars Bloodspear," only said, "We were shown the true path of the warrior." After relocating to the Laconia Region of Greece and undergoing a year-long training and recruitment cycle, the Spartans, now under Bloodspear's leadership, began taking contracts.

- Yeah. Rumors still persist that Mithos used some funny plants and fungi he found along with a side of torture and sheer force of personality to brainwash his new followers. Some Jim Jones-level drek went down. The sheer fanaticism continues to this day.
- Kane
- So what happened to Mithos?
- Treadle
- Funny story. Officially, the Spartans say that their beloved founder died in single combat with a toxic spirit; story is, they "fought all the way down the mountainside." Less flattering stories indicate a baby swooping owl and some bad footing. *heh*
- Traveler Jones
- I don't recommend repeating that within earshot of a Spartan. They take their founder's legend *very* seriously, usually to the point of extreme violence. So if you want to keep your blood and guts *inside* your body, keep quiet.
- Picador

The Spartans quickly earned a reputation as elite shock troops who engage their enemies head-on with a combination of heavy ranged and melee weaponry. They've participated in engagements in Africa, Europe, and the Middle East. Most notably, the 22nd was part of the mercenary contingency allied with Lowfyr at the Battle of GeMiTo. After that campaign, the 22nd spearheaded the Mount Shasta raid against the great dragon Hestaby's former followers.

Currently, the 22nd Spartan Legion boasts three full companies of armored infantry and has been placed on "extended retainer" by S-K Prime. In addition, the 22nd is known to field-test experimental weapons and equipment, no matter how dangerous or unpredictable it may be.

- For those not up on current military terminology, "armor infantry" refers to infantry units that specifically employ the rather expensive mil-spec battle armor. The similar term "armored infantry" was previously used to describe mixed units of infantry and armored vehicles. The term "mechanized infantry" has largely replaced it; although some habits and terms die hard, like the continued use and arguments of the terms "magazines" and "clips."
- Hard Exit
- Despite fifty percent casualties at GeMiTo, the Spartans never retreated, even when ordered to. Didn't matter who the enemy was, whether it was other mercs, spirits, or even dragons. They fired their guns dry then pulled melee weapons or bashed with shields while charging forward. This got the attention of none other than old Gold Scale himself.
- Wyrms Watcher
- As long as they can fight, the Spartans don't care who they work for.
- Mika
- That explains why S-K completely re-equipped the 22nd after GeMiTo *and* continues to send them crates of fancy new tech. Rumors say they've got some experimental jet packs in their TO&E, among other things.
- Red Anya

The Spartans are constantly recruiting, and they are not above enlisting the desperate—and in several cases the unwilling. The selection process and subsequent training is often described as "brutal" and "barbaric." Prospects are first evaluated by being tossed into a random wilderness with no supplies. Those who survive are then given a target to eliminate or objective to complete. Those who succeed are placed in Hoplite platoons and given only the most basic of weapons and gear. Hoplite casualty numbers are often high.

Only those who show bravery, ingenuity, and adaptability in combat are then given the label of *Homioi*, or "equals," among the Legion. Only Homioi are given the honor of donning one of the Legion's trademark mil-spec armors and joining one of the legions many *phalanxes*, which are platoon analogs. To a Spartan, their armor is the ultimate expression of their devotion to the art of combat *and* to the Legion itself. New Homioi are given light mil-spec armor and allowed to customize it as they see fit. However, those who wish to upgrade to heavier armors must earn it through victory in combat against enemies, or sometimes other Spartans.



- If you're crazy enough to join up, don't bother bringing your own mil-spec armor if you have it. The Spartans will quickly take it from you. Those who resist usually don't last long, if you get my meaning.
- Kane

In combat, the 22nd Spartans utilize relatively simple tactics: close and eliminate the enemy. Once an attack begins, they don't stop until the objective is met, or they're all dead or incapacitated. While this leads to heavy casualties and material loss, the Spartans simply consider it a part of warfare.

While each Spartan personalizes their weapons load-out to some degree, each warrior will have: a heavy ranged weapon (assault rifle minimum), a primary melee weapon (sword, club, or polearm), a secondary ranged weapon (heavy pistol or shotgun), and a secondary melee weapon (knife or short sword). It's also common to see heavy ballistic shields used in Spartan phalanxes.

Like their namesakes, the 22nd Spartans consider themselves professional warriors first and foremost. Physical and martial prowess, strict unit cohesion, and personal discipline are primary focuses. As such, Spartans are extremely arrogant toward other professionals. They might at best consider them capable but still inferior. Because of this attitude, the 22nd typically sub-contracts support roles/duties such as Matrix and magical support to other units.

- Of course, the Spartans embrace anything that enhances combat capabilities, except combat drugs, which are considered cowardly shortcuts.
- Thorn
- Fun fact: Spartans don't quit the Legion. They take the phrase "with your shield or on it" very seriously. Their service contracts are essentially lifelong oaths of loyalty and are broken on pain of death.
- Hard Exit
- Figures. The Spartans are nothing more than arrogant, fanatical bullies who use their so called "warrior's code" as an excuse to prey on the weak.
- Chainmaker

77TH INDEPENDENT RANGER REGIMENT, "EL CUADRILLA"

Unit Type: Combined arms, special operations capable

Known Strength: Regiment

Unit Rating: 7

Current Deployment: Western CAS/Aztlan border

In war, there're winners and losers, but it's not always clear which is which. During the Az-Am War, the 77th Independent Rangers were contracted with the nation of Amazonia. But despite Amazonia losing the war, the 77th came out of that conflict battered and bloody in terms of personnel and material, but with a rising reputation for their tactical successes. This solid and reliable middle-tier unit has expanded in the past few years and is now poised to break into the top tiers of the mercenary trade.

- Picador is moving up in the world. Should we offer congratulations or condolences?
- Bull
- Both. I'm happy to continue Juan's legacy both martial and philosophical, but there are days I miss the simplicity of field duty.
- Picador
- So the rumors are true—you've retired from field work to become a staff officer? Have you *finally* taken the rank of colonel?
- Fianchetto
- *Si*. After Amazonia, I realized I don't have many original body parts left to lose. That and I'd like to someday *enjoy* my retirement and savings. It was finally time to pass that particular torch to others. I know Juan would have understood.
- Picador

A veteran mercenary unit, the 77th was formed in the early 2050s by Juan Samuel "Matador" Pererya from a motley collection of independent mercenaries who shared similar views and philosophy about ethics and battlefield honor. This philosophy, known as "Matador's Code," became the rock on which the 77th was founded and continues to influence their *modi operandi* on and off the battlefield.



MATADOR'S CODE

I only take jobs I believe in.

I do not take jobs offered solely because of my ability to kill.

I am not judge, jury, and executioner.

I walk away if things change.

After a near-disastrous first contract in 2053, “El Cuadrilla” spent years rebuilding their reputations and finances before establishing themselves as a capable and trustworthy outfit. In 2062, then-Captain Carmen “Picador” Cabrera took command the 77th after both Colonel Pererya and unit XO Major Miguel Tomasso were killed in action along the Salish-Tsimshian border. It’s considered an open secret in the mercenary trade that Colonel Pererya was specifically set up and targeted during this encounter as part of a personal grudge with another mercenary commander.

- Not to open old wounds, Picador, but I remember from previous files and conversations that Matador was set up and that there was more to it than mentioned here, and you eventually got your justice on those responsible. It was also implied that Thorn was somehow involved. Both of you are still breathing, so did you finally bury the hatchet?
- Netcat
- As to Thorn, I stay out of his way and he mine. Leave it at that. As for data Fianchetto provided about the conspiracy surrounding Juan’s death, I have closed a few more accounts, but that particular butcher’s bill is still open.
- Picador

After taking command, Cabrera led the 77th through a series of successful contracts. Their last major contract and action was with the nation of Amazonia from 2071 to 2074, before and through the Az-Am War. As one of Amazonia’s few traditional military units, the 77th was allowed great operational and strategic freedom during their deployment. This also had the added benefit of keeping conflict between Amazonia forces (the majority of which were metasapients who despised metahumans) to a minimum.

During the war, Aztlan and their mercenary forces often expected to engage the non-traditional metavariant forces Amazonia preferred. This

was something that the 77th took great advantage of while conducting countless ambushes, raids, reconnaissance, and search-and-destroy operations. It’s estimated that the 77th alone was responsible for over ten thousand enemy casualties and approximately twenty-five thousand metric tons of enemy equipment destroyed or captured. These successes came at a cost, though. According to IMA reports, by the war’s end, the 77th had suffered approximately thirty-seven percent total casualties and was rated at sixty-five percent combat readiness, compared to the average forty-fifty percent of comparable units.

- With respect to Colonel Cobra, he focuses on death and destruction. The 77th was also directly and indirectly responsible for the capture of one hundred twenty-four high-value enemy targets and over two thousand enemy combatants.
- Hard Exit
- Not kissing Picador’s hoop, but El Cuadrilla is still considered a choice billet by most mercs, because the 77th takes care of their own. They’ll kick your ass when needed, but they don’t ramrod or throw their troops under the bus for bulldrek reasons. During the war, decimated units and many independents (some switching sides) sought them out because they wanted to have good leaders and follow orders that made sense.
- Marcos

With their successes and war chest, the 77th spent the next two years regrouping, reorganizing, and recruiting; the latter easy due to a massive influx of recruits. This enabled the 77th to reach a full regiment in size, complete with all necessary transport and logistical assets. The 77th also fields at least a company’s-worth of armored vehicles and aircraft. Exact numbers are unconfirmed, though, as they always maintain a number of “ready reserve” vehicles and equipment.

Before the war, the 77th was considered to be a general catch-all unit that could handle a variety of mission profiles such as recon forces, advisors, trainers, front-line troops, and special operations. Their wide variety of skills, available manpower, and access to top-of-the-line hardware make them extremely valuable as a single force or as a force multiplier for other units, though the latter has become rare. While based primarily out of Lisbon, the 77th also maintains facilities in Cape Town, Istanbul, and San Juan. This allows a logistical flexibility rarely seen in independent mercenary units.



After shakedown tours in Northern Africa and the Middle East, the 77th signed a contract with Ares Macrotechnology in early 2079 to act as “auxiliary/supplemental” forces for the CAS military along their western border with Aztlan.

- There’s the cluster-frag in Denver, the potential situation in Chicago, Firewatch going through internal problems, and Damien Knight suddenly interested in the CAS. I wonder if Ares has something special planned for El Cuadrilla?
- OrkCEO
- Nice try, but that’s classified. Go fish.
- Picador

BANZAI BATTLEFIELD EXPRESS

Unit Type: Battlefield support and combat logistics

Known Strength: See below

Unit Rating: 6

Current Deployment: None; demobilized and seeking contract(s)

In a profession where it’s often (erroneously) assumed that firepower and combat prowess always equals victory, the relatively new Banzai Battlefield Express has found success in the mercenary business trade by subcontracting to perform various support roles for other units. Considered a force multiplier rather than a frontline standalone combat unit, this highly unorthodox hodge-podge of a unit (to use the term loosely) has steadily gained a reputation as one of the best independent support outfits currently operating.

Originally created to handle combat logistics for other units, the BBE (as they’re more commonly known) eventually assimilated more diverse assets that allowed them to expand their services to include: medical (MASH and medevac), search-and-rescue, and a somewhat controversial “Unconventional Asset Appropriation” unit. All of which are top-tier in their skill and execution, which has put them in high demand. Just don’t expect anything remotely resembling *traditional* military tactics or discipline.

- Non-traditional is an understatement. Charlie favors very loud Hawaiian-style shirts, while Chuck’s wardrobe consists of nothing *but* business suits. Their best medevac rigger, Arnav “Arnie” Lal, always—and I mean *always*—wears a brown WWI-style aviator cap and goggles. Even in the shower. Most of the unit seems to have forgotten

that laundered clothing is still a thing. And oh, *ghost*, the drinking and cavorting! I don’t get how a group like this can function! They’re more like a fraternity or sorority kegger than a mercenary unit.

- Rigger X
- Yet their vehicles and equipment, right down the smallest screwdriver, are *immaculate*. And they’re constantly praised for bravery by other units. Yeah, their bases and camps look like Spring Break threw up on a military instillation. But so what? They get the job done *and* throw wicked parties. I remember one time in Pensacola when the BBE and 180th Independent Air Regiment had a contest to see who could outdrink who. Many cases of illicit spirits gave their lives and many livers were forever changed. By the end, everyone forgot about the challenge.
- Turbo Bunny
- Ah yes, I was there for Operation: Alcohol Artillery ’75! I remember that week. Mostly ...
- Kane
- “Unconventional asset appropriation” means that they go out and find and or obtain items not readily available through traditional means. Just don’t ask where the stuff came from, and everyone will get along just fine.
- Mika
- Which they often use to grease necessary palms to keep the supplies moving.
- Marcos

The BBE was founded by fraternal twins Charlie and Chuck Banzai. Both served under General Saito in San Francisco. Charlie as a combat rigger assigned to Saito’s air forces while Chuck served as assistant garrison quartermaster for Saito’s Second Infantry Regiment. Toward the end of Saito’s reign, Charlie had a crisis of conscience when she was forced to participate in a strike that left two hundred civilians dead during a food riot. She later convinced her brother to go AWOL with her. In 2068, they stole a C-280 cargo plane and escaped, along with one hundred twelve metahuman political prisoners, thanks in part to some local shadowrunners. The pair eventually adopted their current names and joined the Technicolor Wings organization, where they worked the Central American and Carib League. When the Az-Am War began, they went independent, running medical supplies into and evacuating refugees out of the various war zones.



- Chuck handled the business side of things and Charlie flew the 'bird. For select clients, she was willing to make 'hot drops' on the front lines or at forward operating bases, including mine. So many times Charlie drove her C-260 through heavy fire to get us supplies and ammo. That *chica* is my kind of *loco*.
- Picador
- The twins are still on good terms with Technicolor Wings. Both frequently use each other's contacts to their advantage, in exchange for a few *quid pro quos*. Both believe in the motto "anywhere, anytime."
- Sounder

After the war's end in 2074, Chuck discovered that some mercenary units on both sides of the conflict were decimated. But while the combat units were shattered, the support elements were largely intact. With Charlie's help, he convinced several of them to form a new unit. As word spread, units and individuals that participated in the GeMiTo operation also joined up. In addition to a squadron's worth of heavy lifting transports, the new "Banzai Battlefield Express" also gained a small MASH unit, six medevac helos, two gunships, scores of drones, and a mobile artillery vehicle (which they promptly sold). Since then, the BBE has expanded their TO&E to include thirty heavy airlift aircraft, sixteen rotary-wing aircraft, eight vectored-thrust aircraft, sixty drones (both air and ground), various ground vehicles for official and unofficial use, three converted semi-trucks/trailers (two MASH and one mobile mechanic shop), a rainbow-colored Ares Roadmaster that acts as a command center, and enough supplies/gear to keep everything running. Although rumors abound about where and how said supplies and gear end up in their hands.

Despite the offensive firepower at their disposal, the BBE refuses to engage in combat operations, except in defense of their assets or during search-and-rescue operations. They have strict clauses that allow them to break contract if they are forced to engage in any offensive operations, either by direct order or by subterfuge.

- The BBE's chief medical officer, Dr. Christine Cross, is a top-flight surgeon. When she's in the OR, she's a surgical force of nature. I had the pleasure of working with her on multiple occasions. She even helped stitch me up after a patient had a bad reaction to some meds. But thanks to her experiences at GeMiTo, she's an emotional wreck any

other time and spends her waking hours drunk, high, or both. Because of this, the BBE's MASH units are stocked with alchemical Detox and Antidote potions. They've also assigned an Awakened medic to her at all times, to help her in emergencies and to make sure the good doctor doesn't hurt herself. Damn shame.

- Butch

Most recently, the BBE assisted the CAS and UCAS governments with their evacuation of their citizens from the Front Range Free Zone following Ghostwalker's proclamation. Despite the loss of three aircraft to "friendly fire" incidents, they successfully evacuated several thousand individuals from Denver before the imposed deadline. Currently the BBE is de-mobilized and undergoing a maintenance rotation, awaiting new contracts in their Key West HQ.

BRAVO COMPANY

Unit Type: Special forces/unconventional warfare

Known Strength: Estimated six operational detachments

Unit Rating: 8

Current Deployment: Multiple

Despite being a mere mercenary unit, Bravo Company is considered to be one of the best among the top-tier special forces groups. Their operators are known for having skill and capabilities on par with the likes of Sioux Wildcats, Tír Ghosts, and UCAS Delta Force. And like their close allies, the 77th Independent Rangers, Bravo Company is known to adhere to strict ethical and moral codes of conduct. It's not uncommon for Bravo Company operators to go out of their way to avoid civilian casualties or for the company to work *pro bono* for certain "righteous causes."

In addition to their expertise and martial prowess, Bravo Company also has the advantage of being a part of Tactical Concepts (a.k.a., Tac-Con, or T-Con), an armoring company and workshop that specializes in weapon, gear, and vehicle customization.

- More like Tac-Con is a front, but that's neither here nor there. In addition to prime customization work, Tac-Con has deals with several small firearms companies, Colt being the prime example, to act as "secondary manufacturers" or as certified repair shops. This means they can make certain weapons from near scratch and then do some really *interesting* things with them.
- Red Anya



- Do they still only do work by referral? I, ah, tried to get a hold of them last year by seeking out that one known point of contact mentioned in the *Ten Mercs* file, Marv, at his *ahem* place of business. It didn't go as planned.
- Beaker
- You actually went to PlatinumTrollgirls? Ha! What did you do, sit in Marv's seat or refuse a dance from Daisy?
- Traveler Jones
- Ah, no ... ya see, there was this smokin' dancer named Wendy—no, Windy Storms. I got a bit too riled up and she politely showed me out the back door. Except, she didn't open it first.
- Beaker

Bravo Company's lineage traces back to the now defunct 61st Independent Rangers, a regiment-sized unit that fought in numerous conflicts worldwide under the command of Colonel James C. McCord. In 2050, while being forced to serve the Aztlan government on a contract that was being contested with the IMA, Colonel McCord refused to follow orders on an action that would later be called the Campeche Massacre. In retaliation, Aztlan attempted to arrest McCord and the Rangers on various charges and seize their assets. The Rangers resisted and counter-attacked, causing extensive losses to the local Aztlan forces before eventually succumbing to the sheer numbers of Aztlan reinforcements. The majority of the 61st was either executed in the field or given show trials and then executed. There were even rumors about captured prisoners being used in blood sacrifices.

A few Rangers—including McCord's son Nathan, who was serving in a recon platoon at the time—escaped and went into hiding. Many become shadowrunners or simply retired and disappeared after Aztlan placed bounties on all of their heads. Those bounties were eventually rescinded in 2059 after several years of inactivity, with multiple professionals flat-out refusing to take them. The majority of them stated that "it wasn't worth the risk."

- Too many would-be bounty hunters ended up quite dead after taking contracts on the 61st and so word spread fast. Interestingly, the IMA never actually revoked the 61st's accreditation. Not at all surprising considering how Aztlan completely fragged the 61st over on their contract and in the field. I think the IMA didn't want to set precedent with that particular case.
- Thorn

As a unit, Bravo Company formed in 2060 as part of Tactical Concepts under now-Major Nathan McCord. At the time of formation, Bravo Company bypassed the need for IMA accreditation through to a loophole in international business law that technically classified Bravo Company as a "corporate security force" for Tactical Concepts. In 2061, however, McCord officially registered Bravo Company with the IMA in order to assist the Yucatan in their bid for independence from Aztlan. In 2064, as part of a CIA contingent, Bravo Company was one of many paramilitary and intelligence units that took part in the hunt for Winternight terrorist cells. Barely a day after Crash 2.0 in Langley, Virginia, Bravo Company found themselves fighting alongside the UCAS military during the New Revolution's failed attempt to take over the UCAS government in DeeCee.

Despite having close ties to both the CIA and NSA for years, Bravo Company (or Major McCord, to be precise) abruptly severed ties with both agencies in 2070. Rumors at the time indicated that this was because then-CIA Deputy Operations Chief Atticus Cole, a longtime McCord family friend and Bravo Company ally, was found dead under mysterious circumstances.

Bravo Company's next major action was during the Az-Am War. While tentatively contracted with Amazonia, they pursued their own objectives, which happened to align with Amazonia's. It's now known that Bravo Company joined that conflict with the intent of prosecuting specific Aztlan targets and individuals responsible for the execution of the 61st Rangers in 2050.

- Because it's already been revealed, I will speak on this. Yes, Bravo Company brought down righteous vengeance on those responsible for the slaughter of both the 61st and those in Campeche. By 2073, most of them were high-level Aztlan military officials or Path of the Sun priests and priestesses. After two decades, these individuals were finally forced to settle up on that particular butcher's bill. The price was high.
- Picador
- To give an idea how successful Bravo Company was, the Aztlan military was forced to send the infamous Blood Daggers against them. To paraphrase, "one way to know your worth is by the quality of your enemies."
- Fianchetto



- There's a reason Bravo Company is also known as "The Reapers," just like the 61st before them.
- Balladeer

After the war, Bravo Company de-mobilized for a time to regroup and reorganize. But in 2075, Bravo Company and Tac-Con were reportedly targeted by still currently unidentified forces. Throughout that year, Bravo Company forces went underground. Still, unconfirmed reports and rumors indicate they were operating throughout North America on unknown operations, likely reprisals. But again, nothing has been confirmed.

- Tac-Con spent eighteen months re-building their facilities and getting production back up and running. Thankfully for them, Tac-Con and BC had built up enough goodwill with their customer base that they rebounded fairly quickly.
- Red Anya
- That's surprising—no, that's impressive. A little too impressive. Based on my calculations, BC and T-Con would have needed a major infusion of cred to make that happen so quickly, even with "good will." There was talk going around that McCord found some kind of patron shortly after the war. But despite my best efforts, I cannot corroborate. Either no one knows, or no one is talking.
- Rigger X
- It's like someone wants to keep their secrets, secret! No way!
- Slamm-0!

By 2077, Tac-Con and Bravo Company had recovered. By then, Bravo Company underwent various organizational changes, the most significant being moving from Action Teams to Bravo Company's version of Operational Detachments. These five detachments—designated Blue, Gold, Green, Red, and White (with an unconfirmed sixth OD in operation)—are essentially small, self-contained mobile task forces composed of combat units and all necessary support elements. These include twelve to twenty direct-action combat troops, Matrix/magical, vehicle, and logistic support elements. All detachments are designed to be adaptable and deployable on extremely short notice.

- Two things. One, Bravo Company is highly selective on who they recruit. If you don't meet their ethical criteria, you either won't even get an invite, or you'll be bounced so hard your hoop will end up in your chest. Two, Bravo

Company still plays "exchange student" with several other merc outfits from time to time. I know that Ryan Mercury from New Assets still occasionally sends a few of his new drake warriors to BC for "seasoning."

- Frosty

As far as capabilities, Bravo Company operators have shown to be highly skilled and adaptive to their situation. Although they have access to a wide variety of custom weapons and equipment through Tactical Concepts, Bravo Company operators also train extensively and know how to use low-tech or make improvised weapons, gear, and often traps if necessary. One of Bravo Company's signature tactics is to "go dark." This entails disabling all wireless functions on their equipment and relying on pure skill. While many consider this a massive disadvantage in modern warfighting, Bravo Company seems to have little problem with it.

Currently, Operational Detachments Blue, Green, and Red have been spotted in various parts of the world, while Gold and White are currently undergoing training and resupply. Their exact assignments or contracts are currently unknown, but it has been confirmed that a Bravo Company OD was responsible for the elimination of a rogue toxic spirit in the UK and the recent rescue of three Oracle Society members in Europe and are actively hunting the group known as the Headhunters.

- One can only strike at the darkness for so long before the darkness strikes back. For all the good they have done, and the allies they have made, so too has the number of their enemies grown. Precariously perched, only time will reveal the victor.
- Man-of-Many-Names

MOBILE EINGREIFTRUPPE/ MET 2000

Unit Type: Combined arms

Known Strength: Two enhanced companies

Unit Rating: 6

Current Deployment: Nairobi

For decades, *Mobile Eingreiftruppe 2000* (or simply MET 2000) was the top of the mercenary food chain. The only mercenary outfit known to achieve a Unit Rating of 10, in its prime it could go toe-to-toe with national and corporate militaries. At its height, MET 2000 fielded an army corps worth of troops, mechanized armor, aircraft, and artillery. They were the outfit contracted when open, con-



ventional warfare was needed. And with backers such as the Allied German States and the Frankfurt Bank Association among others, MET 2000 had access to state-of-the-art *everything*.

Then, the Az-Am War happened. Now a shadow of its former glory, the current MET is fighting tooth and nail to regain lost honor and prestige.

With its focus on conventional warfare, MET 2000 was the worst tool for the job in Central and South America because of the region's mountains and heavy jungle terrain. But the MET higher-ups and stockholders saw profit in the biggest conflict since the Euro Wars and contracted with Amazonia. However, MET 2000 was quickly relegated to support roles for unconventional warfare units. This situation continued until the Battle of Bogotá.

- Currently, the Free Marine Corps is considered to be the top merc unit, mainly because of its sheer size and naval assets. But the FMC got suckered by Aztlan a couple of years back while on a UN peacekeeping contract in Bogotá. Because of Bright/Black Star's ongoing shenanigans there, by terms of their contract the FMC was legally required to take orders from Aztlan. That must have stung; bet they couldn't wait until their contract finally expired.
- Clockwork
- In terms of capability and skill, I'd say it's currently a tie between 10,000 Daggers and Combat Inc. for the top spot, the latter having waited decades for MET and Tsunami to clobber each other. But neither the Daggers nor Combat has made any serious moves of late.
- Hard Exit

During that battle, MET 2000 squared off against longtime rivals Tsunami, who were looking to de-throne MET as the top mercenary unit in the business. For eleven days, they battled outside of Bogotá, clearing swaths of jungle with conventional and incendiary munitions in order to fight in the open, day and night while *literally* deploying everything they had. Eyewitnesses said the battle turned into a feverous, bloody melee with no semblance of coordination or tactics. When it was over, both units were shattered. IMA reports indicated that MET and Tsunami were at thirty-two and twenty-nine percent combat readiness, respectively.

- I saw the aftermath. It wasn't a battle; it was a mutual slaughter. There was no method, only madness and barbarism. I witnessed dazed troops on both sides carving into rotting corpses with manic glee, mercenaries

repeatedly pulling triggers on empty weapons pointed in the air or at enemies long gone. A Tsunami sergeant with half a skull left continued to give orders to dead troops. There were other scenes I'd rather forget. We eventually found the MET Commander next to an APC twitching and repeatedly slamming his bloody head against it, his mind completely broken.

- Picador
- There were unconfirmed reports that the toxic free spirits Oblivion and Maelstrom were responsible for the blood lust that permeated that battle. If so, it's little wonder why the battle went the way it did.
- Elijah

Following the war, MET's remnants and survivors were in dire straits. Downgraded by the IMA to Unit Rating 3 because of material and personnel losses, MET's major backers—save for the AGS, Frankfurt Bank, and Ruhrmetall—all sold their shares to recoup their considerable losses.

- Tsunami was worse off. What little remained was purchased outright by Shiawase in 2078 after they bought out Renraku's shares. Today, the unit is nothing more than an empty shell and a copyrighted trademark. But there're rumors of Shiawase making preparations to resurrect them as a corporate unit.
- Mr. Bonds

It wasn't until 2076 that MET began its slow recovery. Angela Schmitt, a Frankfurt Bank corporate raider who served in the Euro Wars, filed for the MET 2000 copyright and re-negotiated a deal with her bosses and the remaining backers. And before the virtual ink was dry, Schmitt was already reorganizing the remaining MET assets. Her reasons for wanting command of MET are unknown, but six months later, *Oberst* Schmitt and the new MET 2000 negotiated a contract with the Peruvian government to hunt down the troublesome Ghost Cartels. Having learned from previous mistakes, Schmitt and her field commanders proved quite adept in jungle warfare and completed their one-year contract in less than seven months.

- Schmitt is no stranger to combat. During the Euro Wars, she was one of Germany's best mechanized infantry commanders. In 2040, she was responsible for decimating a Neo-Soviet armored raiding force outside of Augsburg. She convinced the Soviets that she had lost her nerve and had ordered a complete retreat. Craving a complete victory, the Soviet commander failed to realize



that Schmitt had already out-flanked him. The Soviets were annihilated. Literally.

- Fianchetto
- Sure, sure. She's great. But the whole thing in Peru was nothing more than government puppets for the Morales Cartel taking out their master's key rivals, but what does MET care?
- Marcos

For the next two years, the revamped MET 2000 took the most hazardous jobs available in South America and Africa. By the early part of this year, MET negotiated a contract to provide security for the Kilimanjaro Mass Driver in Nairobi, allowing other mercenary units to rotate out of an area that's experienced a steady increase of insurgent activity in recent months.

- The spirits of the mountain grow ever more restless. The desecration of their lands will not be tolerated for much longer, for too long they have endured. If it is war the invaders want, it is a war they will soon have. Weep for the soon-to-perish on both sides.
- Man-of-Many-Names

Currently, MET fields an ad-hoc regiment and two enhanced companies of combat-ready assets. However, they don't quite have the SOTA-equipment advantage they once enjoyed. Most MET units are come-as-you-are affairs, with troops receiving signing bonuses for providing their own equipment and/or weapons. But as the coffers steadily fill, this is slowly changing, and better equipment is rotating in. Still, Oberst Schmitt has successfully organized her unit into a surprisingly effective force through tenacity and strict unit discipline. She's also enacted a back-to-basics battle doctrine that focuses more on mobility and precision strikes rather than sheer brute force. The current unit in-joke is that Schmitt "puts the *mobile* back into *Mobile Eingreiftruppe*."

MESSERZAHN

Unit Type: Unknown

Estimated Strength: Unknown

Unit Rating: N/A

Current Deployment: Unknown

Note: Most of the information contained in this entry was uploaded only four hours ago on the Outpost's main board by user #44892, handle: *Signals*, while I

*was completing this file. I have corroborated said data to the best of my ability, but there're still substantial gaps, and I debated on whether to post it or not. However, I know who *Signals* is affiliated with, and I trust them as a source. And given the possible danger represented here, I determined it necessary and prudent to include a condensed version for this file. I believe in this data is accurate, though in this instance, I'd be happy to be proven wrong. –Colonel Cobra*

- Okay, dumb question time: What's the Outpost and should we trust it?
- Treadle
- The Outpost started out as a virtual hangout in the days of the old BBS sites, a place where mercs and military types could gather, look for work, and get the latest data on related topics. After Crash 2.0, it was updated to a full VPN. Although the IMA maintains a presence there, the Outpost remains completely independent. And I also know *Signals*, and I trust his CO explicitly.
- Picador
- Isn't *Signals* a member of Bravo Company?
- OrkCEO

To be blunt, there's a possible new threat out there, one that seems to be operating like a paramilitary unit or some kind of ultra-secret black-ops group. Their targets are not material in nature, but rather groups of people, or in some cases individuals. While direct action against high-value individuals or even groups is nothing new to warfare, evidence recently recovered indicates that this unit, for lack of a better term, is operating beyond normal standards or rules of warfare, and for a purpose yet unknown. Not much is known about this group, but it now has a name: *Messerzahn*.

Background: In early 2071, several villages in the region around Bogotá, Cali, and Cucuta were attacked. At first these attacks were attributed to local criminal elements and/or rogue paramilitary units. But over the next six months, the attacks increased in frequency. By October 2071, entire village populations began to disappear. A planned UN/Corporate Court-backed investigative expedition was planned, but ultimately canceled when full and open hostilities between Aztlan and Amazonia broke out.

- The corps wanted to send in runner teams to do the real work. I was approached by Zeta-ImpChem to assemble a team and do some digging on their behalf after some of



their field-research people came up missing. I literally had my finger on the button to call Mr. Johnson back to accept the job, but then I saw on the news that war had broken out. I sent a nice, respectful *decline* text instead.

- DangerSensei

Throughout the war, reports by units on both sides of the conflict continued to trickle in about large portions of villages and settlement populations coming up missing. Sometimes the whole settlement was gone. Aztlan and Amazonia simply attributed the disappearances to their mutual adversaries and continued on with the war. It wasn't until military and affiliated mercenary units also began disappearing under unusual circumstances that military leaders and government officials began to take notice, and irregular assets were sent in to investigate.

It's unknown how many of these assets were sent in, but rumors say at least ten Aztlan-sponsored teams accepted the assignment. Eight of them were never seen again. In 2073, one of these teams managed to get a message out to the ShadowSea VPN while being attacked by "unknown and aggressive hostiles." A vid-link was also uploaded that contained a thirty-four-second vid-clip of a shadowrunner known as Sonny Blitz, desperately defending himself in what appears to be a foxhole or other kind of improvised fortification as he bleeds profusely from lacerations on his face.

It's difficult to hear him over the sound of heavy automatic-weapons fire, but later sound enhancement reveals his attempts to relay that his team had found something in the jungles outside of Panama City, something they weren't ready for, something they "should have bailed once we saw," as Blitz recounts. But before he could elaborate, a pale, muscular arm materializes in front of Blitz and seizes him. The arm then pulls him through something off-camera while screeching and screaming (likely from Blitz) is heard for ten more seconds before the feed abruptly ends.

- I've seen this footage. Most call it some kind of scam or bad propaganda. It was dismissed as a hoax when it came out.
- Marcos
- I don't know; the arm in that footage is disturbing in a way too reminiscent of realities I have experienced.
- Winterhawk

- That reminds me of a story Black Mamba told me over a few beers just a few months before she died. She and her crew at the time had been hired to retrieve something from an Aztlan forward operating base near Cali. They made it in no sweat, but the place was, in her words "too damn quiet." Then the screaming started, and all hell broke loose. Weapons fire, explosions, the whole nine yards. They tried to exfiltrate, but there was fire everywhere. She said there were several figures running through the fire and smoke, tearing off limbs and ripping throats. Then a figure formed from the smoke and smiled at her. But an artillery round landed nearby, and she woke up at a clinic two days later. She never found out what the frag happened.
- Hard Exit

After the war, Aztlan took control of Bogotá and the surrounding region. This led to the rise of the Bright Star insurgency group, which routinely clashed with Aztlan peacekeeping forces. Because of this, disappearances became relatively common and largely ignored. That was until a Bright Star member named Tomas Sanchez went missing, and re-appeared two weeks later when he attacked a market in Zona Norte. What makes this incident noteworthy is that following Sanchez's capture, the entire area was quarantined and all footage, statements, etc. were deemed "classified" by the Aztlan military. Two weeks later, his cell was tracked down and eliminated. Normally Aztlan would use this for propaganda purposes, but any associated footage has since been buried.

This leads to the present Outpost data dump.

Approximately two days ago a team of unknown operatives raided a covert facility ten kilometers outside of Bogotá, based on intelligence provided by local shadowrunners and Bright Star members. After making entry, they discovered that the target had been hastily vacated. Large amounts of equipment including cyberterminals, while extremely damaged, were left behind. Drug vials, surgical equipment, various restraints, medical instruments were recovered, but most of the on-site equipment was heavily damaged. The cyberterminals were completely wiped before being destroyed.

- I just checked the video this team took and recognize some of the equipment and the numbers on the drug vials. Some of them belonged to a street doc in Detroit called Doc Feelgood. A ghoulish himself, he's part of a small coalition that's working to develop a serum to help other



ghouls combat their feral nature. I also recognize some of the victim's features. They were infected. I need to make a few calls.

- Butch
- Is it me, or does one of those burnt gizmos look like some kind of funky injection collar?
- 2XL
- Unknown operatives—yeah, right. This raid has Bravo Team written all over it. Why not just claim this? Why all the cloak and dagger drek?
- OrkCEO
- It's called Operational Security and Plausible Deniability, maybe you've heard of it?
- Picador

On further inspection, the team also discovered a series of labs, examination rooms, experimentation rooms, and holding areas for hundreds of individuals. In the holding areas were the remains of approximately seventy-eight metahuman bodies. All were gunned down. There was one survivor, a dwarf female, who managed to escape the carnage by apparently hiding under the bodies. In shock, she kept repeating one word over and over: Messerzahn.

- My god ... the rumors are true.
- Hannibelle
- What rumors?
- Glitch
- Hannibelle?
- Glitch

WARRIOR'S PATH

Unit Type: Conventional infantry

Estimated Strength: Company

Unit Rating: 5

Current Deployment: Cal Free State

Once considered to be a low-tier unit at best, Warrior's Path gained attention recently for their operations in the disputed region of Cal Free State and Tír Tairngire. In the last year alone, the small infantry company has faced off against higher-tier units that frankly should have decimated them in short order. While Warrior's Path has been bloodied, they're still fully combat-capable and frustrating their enemies, which include Tír forces and rogue local militias.

Warrior's Path is the brainchild of retired Sioux Wildcat, Captain Charles Iron-Hawk. A highly decorated Special Forces soldier, he left the Sioux Defense Force in 2076 under unusual circumstances, the details of which have been classified by the Sioux Government. However, rumors suggest involvement with the Wamsutter incident of that same year.

- For those of you unaware, there was an "ecological incident" in Wamsutter, or at least that's the Sioux's official statement. Funny how there's now an elevated rad-count in a former oil and natural gas town.
- Ecotrope
- Don't look too much into it. Yeah, some massive drek went down, but the good guys got one in the win column.
- Mika

After his discharge, Iron-Hawk spent the next two years in Istanbul taking small independent contracts. According to multiple sources, he became extremely frustrated at what he called "the general lack of discipline and honor" among most mercenaries. This did little to endear him to other professionals, and soon no one would employ him.

- Yes, Iron-Hawk slotted off many in Istanbul. He's extremely good at what he does, but he's been a Wildcat for too long. That level of training and social conditioning is hard to forget. He never really understood what being a mercenary truly is and how to reconcile that with one's own code. Pity, I would have given him a billet.
- Picador
- By "training," do you mean he's still a raging Sioux racist? None us Anglos could ever measure up to his standards.
- Stone
- In all fairness, Iron-Hawk isn't *that* bad. He cares more about personal skill and discipline. But yeah, old habits die hard.
- Hard Exit

With few options left, Iron-Hawk registered his own unit with the IMA and returned to North America where he recruited several associates from the Sioux Nation and retired SDF members. Iron-Hawk claims he created Warrior's Path's "to give true warriors the means to support themselves and embrace their martial natures while walking a path of honor and pride."

Their first and current contract is with the Cal Free State government. In the past few years, Cal



Free has had to deal with a fluid northern border situation as well as increased Tír incursions and reprisals from local militia groups. This has created a flashpoint situation Cal Free simply couldn't afford. Warrior's Path and other units were contracted to deal with the situation.

In summer of 2077, a large contingent of unknown combatants crossed into the disputed region and began a series of recon missions and raids on area towns and villages. Warrior's Path and two other mercenary units, Mack's Marauders and Hanson's Hard Targets, were deployed. Within forty-eight hours of their arrival in the town of Hackamore, the Marauders and Hard Targets were completely devastated by lightning raids, while Warrior's Path suffered only six casualties, including four fatalities. Iron-Hawk's own after-action reports said "identity of the enemy combatants is still unknown; however, their tactics and equipment are strongly reminiscent of those employed by Tír Ghosts and Tír Army Regulars."

Over the next few weeks, Warrior's Path tracked some of the raiders back to their bases and executed a series of counter-raids; seven in total, all successful. This led to the inevitable reprisals, most of which Warrior's Path—without reinforcements—was able to rout, albeit with heavy losses. Currently, the situation has gone quiet, but Warrior's Path continues to patrol and garrison the area.

- There's a rumor that Hackamore's mayor, Martin Greenwood, was a Tír Paladin in hiding who supposedly backed Jenna NiFerra and was using his current position to spy and conduct his own raids on her behalf. So could this be some kind of Tír grudge match or something new?
- Sunshine
- Say what you will about Warrior's Path's general attitude, they handled themselves amicably in what was basically a showdown between the Wildcats and Ghosts.
- Fianchetto

Before the start of the Hackamore operation, Warrior's Path fielded approximately two hundred twenty-five conventional infantry troops, twenty support troops, and five combat-magicians with thirty utility vehicles for basic, non-combat transport. Currently, they're down to approximately ninety-eight combat troops and six magicians to hold the line or respond to any subsequent incursions. Emergency recruit-

ment efforts are underway in the Sioux and other NAN nations, but recruitment numbers are not meeting the necessary quotas. Efforts to recruit outside of the NAN or through normal channels have begun but have met with some resistance among the Path's ranks.

- And there lies the unit's fundamental flaw. As much badassery as they have per soldier, Warrior's Path was, by design or accident, created to be a Sioux or at least NAN-only outfit. And frankly, there's just not enough incentive for qualified people to join such a small-time unit. The Path's initial ranks were loyal to Iron-Hawk personally, including an entire Wildcat team, and thought he'd gotten a raw deal. But attrition is lowering those numbers.
- 2XL
- Well, Charlie may be hard-headed, but he ain't stupid. I've gotten word that despite the opposition within the ranks; he's allowed local militia who've proven themselves as well as a few Mount Shasta survivors to join up—provisionally, of course. Time will tell if this works.
- Mika

ZERO DAY

Unit Type: Cybercombat and battlefield Matrix specialists

Estimated Strength: Unknown

Unit Rating: 5 (last known rating)

Current Deployment: Denver (rumored)

Considered experts in electronic warfare and battlefield cybercombat, Zero Day was a prominent specialist mercenary group until they were blacklisted by the IMA and stripped of their accreditation. However, this has not prevented continued employment.

The name Zero Day refers to an old computer term that describes "an undisclosed computer-software vulnerability that hackers can exploit to adversely affect computer programs, data, additional computers, or a network." Zero Day was created by Michael Stockbridge, a former British Army decker and later MI-6 agent. According to official records, Stockbridge resigned from MI-6 for "personal reasons."

- Stockbridge was sacked as part of a convoluted MI-6 mole hunt after classified data was compromised. Stockbridge was innocent, but the whole affair soured his patriotism, and he went freelance.
- Pistons



Initially, Stockbridge tried his hand as a freelance Matrix security specialist but found the market saturated. It was complete happenstance that a former British Army associate suggested in 2056 that Stockbridge sell his services to needy mercenary units. By June of 2057, Stockbridge and Zero Day had their IMA certification and first contract with 10,000 Daggers. Within two years, Zero Day had subcontracted with over a dozen mercenary units and had over fifty members. They were considered a rising unit within the mercenary community.

- They were in such demand that they could hire out on an operation-by-operation basis or remain on retainer. After 2061, they rarely did any fieldwork. I almost took a job with them, but I look horrible in BDUs. *grin*
- Bull

When the Jormungand virus was released in November 2064, Stockbridge and several other Zero Day deckers died fighting it. With Stockbridge gone, leadership of Zero Day transferred to Derrick “Killer-Byte” Ramos, Stockbridge’s companion and protégé. After Crash 2.0, Zero Day took on a darker edge and began recruiting from known fringe and anarchist-leaning groups to make up losses. At this time Zero Day also began taking contracts from non-mercenary clients such as Argus and Aegis Cognito.

At this time, certain rumors about Zero Day started to circulate. Multiple mercenary commanders charged Zero Day with selling classified data to their enemies or other sources, including corporations such as Ares and MCT. They also charged that on several occasions, Zero Day contracted out to both sides of an engagement and played both sides against the middle. They also claimed this led to unnecessary casualties and losses. Despite an official IMA investigation, no evidence was ever found, and all charges were dropped.

- Just sayin’, but they wouldn’t be worth their decks if they couldn’t hide the evidence.
- /dev/grrl

During the Az-Am War, Zero Day was extremely active. This was one of the few times they were active on-site. Contracted to Amazonia, they were a key factor in several victories against the Aztlan Army and affiliated mercenary units during the early years of the war. Along with intelligence

gathering, Zero Day also intercepted battlefield transmissions and re-edited them in real-time, often resulting in inaccurate orders or false targeting data for enemy commanders.

In 2074, Zero Day used a loophole in their contract and left Amazonia’s employ. Two weeks later, they were seen in an Aztlan forward operating base outside of Bogotá. However, less than three months later, evidence reached the IMA of Zero Day’s double-dealing and leaking intelligence to Horizon agents while still employed with Amazonia. Some of the information included locations of weapons depots, camps, MASH units, and even the dependents of Amazonia troops and their allied units; many of which were prosecuted by unknown forces.

Zero Day denied the charges, but the IMA suspended their accreditation pending investigation into possible war crimes under the IMA Charter. Aztlan, already taking a beating in the PR department, terminated Zero Day’s contract to avoid scandal.

- I wish I did more to them back then, especially in light of recent events.
- Slamm-0!
- Are you saying you turned them in? And what do you mean?
- Netcat
- I could tell you, babe, but then I’d have to kill you.
- Slamm-0!
- *Bastardos!* In '74 my unit took our greatest losses, both at our camp and a nearby field hospital. It’s one thing to attack legitimate targets, but not the helpless.
- Picador
- Zero Day also provided data that was directly responsible for Aztlan’s elimination of Black Star. If Aufheben were still here, he’d be going full jihad on them.
- Glitch

The IMA officially revoked Zero Day’s accreditation in February 2075, but they didn’t disband. A few quit, but current estimates place Zero Day between seventy-five and ninety members. Reports indicate the remaining members offer their services to the highest bidder. They also appeared to have diversified and are taking contracts outside of the mercenary trade including corporate interests and a few terrorist groups.



Most recently, several members of Zero Day, including Derrick Ramos himself, were sighted in Denver working along with and advising the command staff of Ghostwalker's Zone Defense Force. Rumors continue to circulate that Zero Day played a role in Ghostwalker's recent actions in Denver and the recent prosecuting of high-value Matrix-related targets, both infrastructure *and* people.

- Yeah, people. Gonna let everyone here in on a little secret, just in case something goes sideways for me. I've got proof that these Zero Day jokers have been in GW's scaly back pocket for quite a few years now. They've been working a hell of a disinformation game, planting false data, pitting would-be allies against each other so they'd be weaker when Pale Scale finally struck. We've even been targeted. Remember those assassination contracts put out on some of us? The ones that led back to members of the Denver Data Haven? The one that included *my son*?! Yeah, seems that Zero Day may have had a hand in that. I'm gonna find out for sure because *no one* targets my family! I may not be some badass fighter, but I will wreck them when I find them. Not if.
- Slamm-0!
- I'm tacking on a few more profiles from an operative I use to dig into other merc crews. The contractor preferred not to be named.
- Colonel Cobra

AMUR TIGERS

Unit Type: Stealth operations

Known Strength: Company

Unit Rating: 4

Current Deployment: Asia

I've yet to meet a match for the Tigers in the field of quiet operations. There is no better merc squad to have on contract when you need something done that only you and the Tigers will know who did it, and how.

As you can guess by the name, they're, based out of Russia, where the Tigers have worked to develop their fierce reputation. They take most of their contracts on Asia, but as anyone with a whit of corporate education can tell you, it's a big place, both in terms of landmass and population. There's plenty of work and plenty of training needed just to operate on this continent, and they make sure their soldiers are trained not just to handle a gun but also to handle a local with less-violent tactics.

- There are rumors that these guys do worldwide black ops, but their official IMA membership has them operational solely in Asia.
- Red Anya

The Tigers have an intense training regimen, especially rigorous for magical assets because they can't use some of the tech the rest of the company makes use of, particularly skillwires. Basic training covers several local languages, but Asia has far too many to train in, which means grunts go in for skill-jack implants so they can run active linguasofts. They make sure to train in the basics, and every contract comes with several days of prep training for local customs. The linguasofts allow them to also use several local dialects for better integration and a better experience with the locals. A big part of their ability to maintain stealth and cover is blending in and knowing the locals.

The other part is a genuine skill at not being seen. During training, recruits are expected to sneak into Yakut. No small feat. Inside the hostile nation, they're assigned a variety of training missions that have only one signal for a successful training: survive undetected, which is a necessary requirement, because the Yakut does not deal kindly with detected spies. They don't provide extract for blown assets, and failing a mission is going to put them in the nation's crosshairs.

- They don't just sneak in once. They sneak in multiple times and report back to Amur Base after every job. This way they have to use several methods of getting in and usually find at least one of their insert methods compromised at some point. It also makes a fine lesson in what happens to assets you use against a larger entity. Those found aiding anyone sneaking into Yakut are made an example of. Usually a quite bloody example.
- Marcos

Graduation isn't a walk across a stage, because with a training like this you got to have a special graduation project. Recruits are sent into Yakut to work in pairs. The assignment is the same for every pair: hunt a shifter. Every pair, or the surviving member, needs to bring a shifter's head back to Amur Base. It's like the ultimate big-game hunt. A little dark, but these guys operate in some of the bloodiest areas of Asia, and shifters are a good apex predator to hunt.

After graduation, it's into the field, where the Tigers operate in small merc units that are similar



to, and often mistaken for, terrorist cells. The big difference is that they're usually close enough to a popular merc hotzone that someone checks with the IMA before kicking in their doors and finding themselves in a world of hurt. Sure, both sides will take losses, but these guys don't train to arrest or detain. They train to talk it out or kill, and odds are the former is not happening in a raid.

Currently, they are operating in Indian Union, Turkestan, East Anatolia, Manchuria, and the Coastal Provinces. Those are official sites. Occasionally operations are logged and kept operationally secure until certain assets or operational objectives are secured. As their style and methods are primarily based on stealth, they have a lot more of those operationally secure contracts than other merc outfits.

Their standard operating procedures are also erratic, and not really all that standard. They enter a region under contract and set up several small bases for operations, reconnaissance, asset inquisition, and a few boltholes in case of trouble. Once set up, they start working the locals. This looks different depending on the region, the conflict, and the general level of paranoia. Some work is as straightforward as making friends and basic contacts; other jobs require complex operations to work an asset into a position of trust. After a network has been established, operational goals are put into action. Intelligence acquisition, target acquisitions, infrastructure sabotage, supply-line termination, and key asset termination are just a few of their kind of ops. Toe-to-toe frontline battles are not their specialty.

- These guys sound like well-trained shadowrunner teams. Contracted by a government or corporate power, work with stealth and subterfuge, and no backup if the drek hits the fan.
- Marcos
- More like a corp runner team. Street runners keep contracts short if they're smart. It keeps the money rolling in and avoids any single corp getting claws into you or having too big a vendetta. Fall under a corp umbrella, and you become assets a rival can target.
- Hard Exit
- You mention a good point about these guys. The way they operate is often best countered by runners. Teams get hired to hit these guys a lot. The contracts usually talk about taking them down or chasing them out of the region, but the expectation is usually for the runners to

get outmatched but the Tigers to expose themselves enough for other forces in the region to deal with them.

- DangerSensei
- Easiest job I ever took was to laser-tag a building in Transcaucasia and let the airstrike do the rest. Cuadrilla 1, Tigers 0.
- Red Anya

SSU 211

Unit Type: Specialized infantry

Known Strength: Company

Unit Rating: 2

Current Deployment: Worldwide

I specialize in digging into the merc units that veer away from the norm. These guys operate in the same manner as other merc teams: contract, deploy, destroy, depart. Where they vary is their makeup, meaning the people who fill those fancy black uniforms. SSU 211 consists entirely of orks and trolls. Every member of the merc outfit has tusks, horns, or both. They don't limit their recruiting to the basics, and they've got plenty of meta-variants, which is great for filling roles that meat and muscle don't work well for, but their trog numbers aren't what makes them really special.

Let me first preface this: I know what I'm talking about. This isn't a rumor, it isn't conjecture. It's solid fact. SSU 211 isn't an independent merc outfit; they're a small subsidiary of Evo, a series of connections they keep well hidden, and they're all Monads.

- Not sure which point to go after first. Let's start with an Evo connection. If it's true, and ever proven true, the outfit would first lose its commission from the IMA, followed by Evo getting hit with scads of remuneration requests for the hostile acts their corporation participated in. Mercs are used to bolster forces and as an independent asset. Part of their charter keeps them from getting blamed. A mega could easily be targeted by their fellows through the Corp Court if they'e connected to activities that damage personnel or property.

Now, as for them all being Monads—I'm not completely skeptical. Whether this makes for a safety-on-the-battlefield issue or creates potential for sabotage through spreading the condition is something to consider. We figured out a long time ago how this gets transmitted, and we've seen that the overtake rate can be bumped, so the use of Monads on the battlefield begs the question of potential chemical or biological weapons use—things that are highly regulated for members of the IMA.



That's just one point among a long list of reasons why having these guys on the other side of the war front would make me uneasy at best, and more likely downright pissed at the risks to my people.

- Picador
- When is this going to end? More and more we see places where the Monads, who essentially are body-snatchers, are being accepted and placed into regular life. I get it's mostly Evo and they're a bit off, but other corps can't be far behind if they're seeing what the Monads are doing for Evo. This has to stop. We have to get rid of this plague. Let 'em leave, wipe 'em out, send them all to Antarctica—just do something to get these abominations gone.
- Balladeer
- I've seen footage of SSU 211 in action. They're definitely not normal by any stretch. Their trolls can pair up and flip a tank. I've seen small units get hit by artillery fire and get back up to push on, half of them looking like the walking dead. If they aren't Monads, they're something probably worse. But I've got to agree with Picador here; they're dangerous on the battlefield. The risk of getting infected would make me reconsider the fight. I certainly wouldn't send boots after them; it would change my strategy completely.
- Cayman
- A solid point and something to keep an eye out for. Are any of the other outfits that face them losing members to them, like quitting to go work for SSU 211? That could be part of a larger tactic. Build up their force of trained soldiers.

Another thing is to consider the need for changing tactics. If you are suddenly faced with a force like this on the battlefield, you've just been hit with a major loss without ever hitting the dirt. If you can't send in your ground troops, you've got to rethink the plan, and they're already ahead by a step. It's a win-win for them.

- Mihoshi Oni
- If we know this, the CC knows it, too, and they're not going to let it slide. If they are letting it slide, it's for a reason, and that's some drek I don't even want to think about.
- Dr. Spin
- Just because we know doesn't mean the CC does. We get a lot of focused and speculative intel here that the CC and a lot of megacorp intelligence agencies would look right over. Not to mention we thrive in the shadows. We know a lot before anyone else, because we're always out looking and spreading the word.

I don't do it often, but I'll pop in a quick "thank you"

to everyone who contributes here. The intel helps keep us all alive and shaving money off the corps a little at a time.

- Glitch

Their corporate status is a secret, and they've set the cover up so well they even work against Yamatetsu (and therefore Evo) assets in a few places. Besides that, they're crushing it in the merc world, probably because they are all Monads and no one has really given us the full scoop on what those cats can do. Rumors have flown about a direct mental connection between them, similar to a DNI communication system but without any standard tech to back it up. Sharing data instantly through a system that can't be hacked is a big advantage. Rumor number two—this one built from some more reports that have snuck out of Boston and reports from the wall—says they have an ability to attack tech without a deck. Similar to a technomancer but, according to sources, much less elegant.

Operations-wise they're all over the globe. Their rates are extremely reasonable compared to other merc outfits, and they are brought in as cheap supplementary muscle alongside a whole slew of other outfits. Seen as a brute squad, they've been set up alongside several Bravo Company contracts as big, mean boots on the ground to keep the opposition busy and focused while the BC boys take out the important targets. The fact that they can hold their own so well gets them noticed and appreciated, and that gets them occasional subcontracts from merc units looking to bolster their own numbers and their bottom line, because they offer savings compared to what the bigger boys are charging for their services.

- That makes sense now. I've heard rumors of BC running an all-trog unit, but it's not theirs, it's a secondary contract from these guys. I might need to make a few discreet calls to make sure the boys over at BC know what they're dealing with.
- Picador

The standard SSU squad is fifteen soldiers. Within those fifteen, ten are general grunts, though their grunts usually have some secondary skill training, three are riggers, operating three separate cadres of drones, and the last two are an electronics specialist and a tactician. Grunts are outfitted with the basic kit and weapons, with trolls packing assault cannons and machine guns, while the orks tend to cap at nice assault rifles, usually



the Yamaha Raiden thanks to its extra accessory slot under the barrel that varies between the standard shotgun and underbarrel grenade launcher. The drone groups are based on elevation. One rigger controls the high flyers, another the mid-range rotors and low-altitude craft, while the last covers the ground units. The two electronics specialists tend to focus on protecting their own electronic assets more than attacking enemy assets, but that makes sense if the rumors about all of them having the ability to trash electronics is true. The tactician for most merc outfits is usually a rear-force commander, but with the SSU, telling them apart from any other grunt is almost impossible.

- After-action reports for these guys show a massive amount of technical damage for a group that usually only puts out to hackers, and they tend to focus on protecting assets because opposition reports say the SSU drones have, and I quote, "some serious guardian angels."
- Rigger X
- You can pick out the commander by reading the enemy. He doesn't point and give commands, but things tend to happen around them, with their inclusion on a slight lag. Looking at who members defer to in a hot zone can also clue you in, though among the SSU there seems to be a lot of mutual respect.
- Hard Exit

And with that, you are welcome to some new nightmares.

TRIP D

Unit Type: Infantry

Known Strength: Battalion

Unit Rating: 4

Current Deployment: Worldwide

It's an odd company name, and there are tons of rumors and speculation as to what it really means, but the truth is, no one actually knows. Most think it represents the initials of the founder, whose name is supposedly lost to history. Some think it's a reference to a huge set of brass balls that would fill a DDD-cup because of the drek they pull on the battlefield. Some talk in sports references and claim it has some related meaning. But every one of its members can tell you what it means to all of the mercs of Trip D.

Dirt Delivery Detachment is their nickname, derived from their propensity for lethal tactics.

Well-known for delivering the opposition to the dirt, they have one of the worst reputations of any outfit that operates under the IMA. Where a lot of merc outfits offer an understanding about the rules of war, Trip D throws that to the wind. It's a double-edged sword, no doubt, but the rep gets them gigs, and the gigs make them money, and that's what being a merc is all about. The Trip D rumor about the founder isn't just merc humor; they lose guys left, right, and center when they're in the field. If their record-keeping weren't so shoddy, I'm sure you'd find less than a handful of their current soldiers were on the roster a decade ago when they first opened up shop. Their tactics, lack of control in the field, and ruthless treatment of other mercs and opposing forces brings out the worst in other outfits, leading to a lot of kill orders, even after victory is already won.

- Their fees even reflect a surcharge intended to cover the fines they get slapped with during every conflict.
- Picador
- The reason most of these guys are so crazy: kamikaze. Other combat drugs, too, I'm sure, but kamikaze is the biggest culprit. They have a pipeline that runs this stuff to them by the crate-load up from Aztlan through New Orleans.
- Traveler Jones

As far as history goes, they lost a lot of assets during a series of after-action hits from a rather angry MCT that didn't appreciate their Zero-Zone-style tactics being used against them. It also doesn't help that, as I said earlier, they have shoddy paper pushers, and their records are terrible. Every time they're up for an IMA review, something awful happens to their offices, and their records are destroyed. Everyone knows it's insider work, but they can't prove it, because Trip D uses a lot of external resources. Which is another reason for their terrible rep. But where was I? These guys are so batty, I can't stay on track with this. Let me break it out and hit the high points before I lose track and blather for several hours. So: history, membership, tactics, and troubles.

Starting with history, take two. The company hit the battlefield for the first time in 2068, headquartered in Baton Rouge. The founding charter has long been lost to one of the above-mentioned accidents, along with the identity of the founders. Most rumors focus on the ruthless but well-devel-



oped tactics the group features, which to them means the founders were members of other merc outfits who didn't like having an excess of rules keeping them from victory. Alternately—and this is where I'd place my money—it's a group of runners who saw a more legitimate way to shoot people in the face for money. Sanctioned jobs, opportunities to be violent, and a creative series of business accidents that keeps their records in shambles, along with the drug ties, makes me think they came up from the street. Sure, some of them might have been former military or mercs who hit the shadows for a bit but found it easier to make a merc company that operates with the average street runner's complete lack of control. Since their first foray into battle, they've been earning their violent rep, losing and gaining members like nobody's business, and making other merc outfits and megacorps shake in their combat boots when they find out these guys are on the other side. Or cringe when they find out they're on their side.

- He's probably right about the runner start. They certainly get runners to join and leave their ranks on a regular basis. According to sources, the outfit launders cash via death benefits to members who didn't really die. They get listed as KIA, payout gets made, and then a new member, who looks an awful lot like them, is back on the roster for another op. Why they do it, no clue, but they do.
- Marcos
- They make the money and gain the rep, all while individuals don't stick around long enough to have to live with the reputation that they worked for Trip D.
- Hard Exit

They pull their membership from all over the world, but the bulk of their soldiers hail from the CAS, UCAS, and Aztlan. That third group being the ones who can get along well with the first group. They come to Trip D in all shapes and sizes, and if the outfit has one redeeming quality, it's that it's a place where everybody gets along. That is, as long as they have a little thickness to their skin, because this place is full of off-color meta, sex, orientation, height, weight, nationality, ethnic origin, and yo-mama jokes. The banter between them is sometimes the only way they talk to each other. The banter takes in all comers, with Trip D having impressive gender and metatype balance.

- That banter he talks about above is part joke and part code-talk. Had a drunken convo with a Trip D nailer, and

she started bragging about it. The fact that they could say just about anything to each other in insults was because the insults had specific meanings. Awesome concept, and hard to mimic. Outsiders get awfully uncomfortable around these guys when they start in.

- Mihoshi Oni

On the field of battle, they use an anything-goes approach. Their tactics are erratic, to say the least, but they're there, even though some other, more formally trained commanders don't see them. False retreats, berserker charges, artillery dropped close to their own, and (my personal favorite) playing dead on the battlefield. Yup, Trip D is one of the biggest purchasers of murder armor in the world. They actually use it in battle and draw opposing forces right over the top of them before rising from the dead like zombie soldiers in a horror trid.

Battle tactics are one thing, but money-making is even more important to the powers behind Trip D. That's why anyone can subscribe to their Matrix-cast and watch the action almost-live from the battlefield. And for a few nuyen more, you can get a direct sim-feed from a pair of boots on the ground. And for a few nuyen more and a signed liability waiver, you can get into the sim-feed of a pair of those boots when they hit one of the several combat drugs that the Trip D troopers use to get an edge. They certainly profit more from the access contracts than from the battlefield assignments.

- Needless to say, the playing-dead tactic has led to a lot of other outfits shooting bodies, something that doesn't look good when played out on the sim footage from the Trip D observers.
- Dr. Spin
- The sim-feeds are delayed by five minutes. It's all enough to prevent opposition forces from getting intel real-time, and it allows the controllers to cut off feeds for soldiers that get skragged. Then that footage is slipped over to a black host, where the ability to stream it is carefully auctioned off, because snuff-sims are still on the world's list of no-no's.
- Stone

The problem with being the merc world's troublemakers is that eventually those tactics feel personal, and when things get personal, they start coming after you off the battlefield. Trip D sees a lot of after-action operations directed at them, settling scores, snagging paydata, and even getting access to their snuff host in order to try to expose



the operation. It's yet to stick because, well, Trip D isn't big enough for the corp court to care, and all the remunerations that have been requested through official IMA channels get paid in a timely manner. Since they can't get the CC to slap them on the wrist, others hit the shadows and get runners to punch them in the gut. The jobs have tons of personal baggage, and that doesn't play out well, but if the issues can be handled quickly and efficiently, and they avoid making more personal issues inside Trip D, then the game can stop after one or two rounds of shadow boxing between the two parties.

- One or two rounds is lucky. Trip D has had issues on the field in the late '60s and early '70s, with jobs bouncing back and forth between angry corp execs with access to black money and Trip D funders who just like fragging with people. Best bet here is to avoid taking the jobs, but if you do, avoid letting anyone know you were involved. Runners who participate in personal fights get dragged into the drama, and that's not what we're in the shadows for.
- Cayman

BLOODY PIRATES!

COMMISSIONED BY: KANE
WRITTEN BY: GINGERSNAP

Ahoy, JackPoint. You probably expected this to come from the Most Wanted Man himself, but let's face it: he didn't get the title by being predictable. He got it by being quicker on the draw than anyone else, even my daddy—or me, like when he ninja'd a Red Wheel freighter out from under my nose and ransomed it back for this download. I have to admit, even from the losing end, that was a pretty impressive steal.

Happy, Kane? I even included a compliment. If you don't like that version, stuff it; I've got better things to do, like filming the next episode of my trid series.

- Finally, I'm not the only one who gets homework!
- /dev/grll

Lucky for you, Kane made me promise to finish this file, and I honor my promises. So, let's go meet some of my fellow no-good pirate scum. After that, I'll give you the tour of a few places we hang out when we need a break from the sea.

DEVILS, BLACK SHEEP, AND REALLY BAD EGGS

BIG SUR

CalFree's Central Coast has been a pirate haven for as long as anyone can remember, and the same two pirate kings have controlled the area pretty much the whole time: Grania "Amazing Grace" O'Malley and Captain Monday of Monterey Bay. O'Malley has claimed the old Vandenburg Air Force Base as her HQ and operates as far south as Santa Maria, while essentially controlling the coast as far north as Lucia. After that, it's Monday's territory all the way to Santa Cruz, but he bases himself mainly out of Monterey Bay—as you probably guessed by the name.

- Monday of Monterey Bay used to be Monday of Morro Bay, practically next door to O'Malley, until General Saito got booted from San Francisco in 2068. I guess he figured that whatever would happen to the Bay area after Saito was gone was less trouble than living on O'Malley's doorstep.
- Kane

As far as I'm concerned, O'Malley and Monday's crews aren't exactly pirates—they spend more time running protection schemes on smugglers and black marketeers than actually stealing anyone else's cargo. Still, they make a hell of a lot of cred doing it, so I can't really argue with their methods. They each run and protect their own free port; O'Malley's is in Santa Barbara, while Monday alternates between Monterey and Santa Cruz, presumably whenever he feels like it.

For a couple of bloodthirsty "pirates," O'Malley and Monday get along pretty well. Right now, they have an unofficial truce that leaves O'Malley in charge of the air smuggling, while Monday oversees the water smuggling. Not that either of them actually control the smugglers in Big Sur; it's more about who gets to collect the protection fees. From what I've heard, they actually honor their agreements.

- Surprisingly, it's true. Last time I made a t-bird run south, O'Malley's crew gouged me in Santa Barbara. When I landed in Monterey, I told Monday's boys I'd already paid up. After they went to the trouble of calling someone to check, they actually left me alone.
- 2XL



The honorable mention for Big Sur isn't a pirate group—it's an independent militia, the Liberty Legion. They used to be two separate groups: the Sons of Liberty at Fort Hunter Liggett, and the California Legion at Camp Roberts. Both of them were UCAS military units who decided to stay when California got kicked out, and ever since then, they've spent their time making life hell for the waterjackers trying to make runs from the Chico-Oroville Dam.

At some point, the commander of the Sons of Liberty vanished. I guess there wasn't anyone who could replace him, because the Sons went to the California Legion for help, and the Legion's CO convinced them to merge the two groups (and change the names). Their HQ is still at Fort Hunter Liggett, which makes them a convenient buffer between O'Malley and Monday—another reason those two play nice with each other.

- Major Samuel Hackett was the nutjob who used to run the Sons of Liberty. He got himself cacked during the operation to oust Saito, when he stood up in the middle of a gun battle to “inspire” his men by reading from the pocket-sized United States Constitution he carried around. (Believe it or not, speeches like that weren't unusual for him.) Captain Frances Hobbs was the leader of the California Legion who replaced Hackett and promoted himself to major while he was at it.
- Sounder
- Grania O'Malley keeps her background quiet, but I've heard she was kicked out of the newly formed Tír Tairngire back in the '30s for being a dwarf. I doubt it's a coincidence that the Warrior's Path mercenaries operating along the disputed CalFree-Tír Tairngire border get supply drops from an anonymous source further south.
- Thorn

CRIMEA RIVER COSSACKS

- I like these guys already.
- Slamm-0!

If you believe the hype around Constantinople about these guys, the Crimea River Cossacks are descendants of the Cossacks who lived in Crimea hundreds of years ago. Whether they are or not, they like to play the part: their leader calls himself the “Hetman,” most pictures I've seen show them wearing armor jackets that look like Cossack uniforms, and they do most of their pirating on Mitsubishi Waterbugs—yeah, the wave runners. The

group's almost entirely human males, too; one of them actually tried to tell me that a woman belongs at home raising children instead of fighting. (You can guess how that went.)

The Crimea River crew aren't the most technologically advanced pirates out there, but what they lack in sophistication, they make up for in batdrek insanity. Once, this *uryadnik* (squad leader, I guess, since he was ordering a bunch of other guys around) told me the Cossacks used Waterbugs because they were convenient. I figured he meant it was easier to hide them after a raid—until I saw one of their mages levitate the entire craft and its pilot onto the deck of a Russian container ship.

Come to think of it, every target I've ever seen the Cossacks hit was flying a Russian flag. I don't know what their beef is, but I wouldn't be surprised if every crate of AK-97s in Constantinople's Janissaries' Bazaar came from a Cossack raid.

- Many Cossacks fought against the Alliance for Allah during the Second Ottoman Jihad, carrying out raids against AfA supply lines in Transcaucasia with very little support from the Russian military. Even now, protests from Cossack veterans of the Euro Wars are common in Moscow. Perhaps some of them decided to take matters into their own hands.
- Fianchetto
- That might explain the rumors I heard about the Grey Wolves raiding shipments belonging to the Constantinople Vory. I wonder if these Cossacks are behind it. If they are, it's only a matter of time before Petrov finds them. And feeds them to his dogs.
- Picador

CRESCENT MOON RAIDERS

If you're in the Strait of Malacca and see an *Akizuki*-class missile destroyer hailing you for an “inspection,” fire up your ECM and run the other way. The YNS *Mikazuki* used to be part of a squadron guarding Evo's facilities in the Philippines until Evo's issues in the aftermath of the Boston lockdown convinced the crew that they were better off as pirates than loving under Mother Corp's flag.

Misleading targets into thinking they're legitimate inspectors is the Crescent Moons' main tactic. Evo hulls are common in the South China Sea, and the *Mikazuki* changes colors more often than some people change their underwear. They'll sail under the Singaporean flag one day, Malaysia the next, Sumatra the day after that, and sometimes



claim they're from the Pattani Navy, just to see if they can get away with it. All the radio codes and IFFs they use are legit, too.

- In case anyone needs it spelled out: The Pattani Navy doesn't exist except on paper. Hell, I have a bigger navy than they do.
- Kane
- I nearly ran afoul of this scheme myself recently. The pirates gave themselves away by using MiG-67 LAVs instead of an Akizuki-class's typical Krokodil assault helicopters. For some reason, though, they broke off their assault before they'd captured the ship. Maybe it was something I aimed ...
- Red Anya

The captain of the *Mikazuki* is Junichiro Mori, who's built like a brick outhouse and must've had his sense of humor removed to make room for more cyberware. Still, despite his lack of charm, Mori-*taichou* seems to be on the verge of forming his own little flotilla after "negotiations" with several other ex-Japanacorp crews. I'm not sure if they think it's a good idea, or if they're just too scared of him to argue.

- Or Evo infected the captain with CFD, and he's spread it to the other crews.
- Butch

FANTI PIRATES

The Gold and Ivory Coasts have long been a hotbed of African piracy, and these guys are why. The Fanti are based out of the Fanti lands (shockingly) in West Africa, near the Free City of Sekondi. They normally operate in the Gulf of Guinea, but it's not uncommon to see them sell their loot as far away as Cyprus, Lisbon, and Cape Town.

- Another reason the Fanti sail that far is that they're smugglers as much as pirates. Of course, that just means they'll sell the stuff they stole from you at the same time as the stuff they bought from a supplier.
- Kane

Most of the time, a single-family unit will sail together, with the patriarch as captain of the mothership and his sons leading raiding parties in small boats. Most Fanti use fishing trawlers or small container ships so they can keep a low profile on smuggling runs to major ports. When they find a target, the boarding parties launch in small boats

like Zodiacs and Aztechnology Nightrunners—or even canoes with outboard motors, if they're desperate.

The Fanti aren't shy about using every advantage they can during their raids. Fanti deckers are good enough to spoof the radars of most corp freighters, the riggers have all kinds of recon drones and the odd Finscéal attack bot, and most families have a magician who can summon spirits to hide the smaller boats' approach. With larger targets like container ships, families team up to tackle them together, splitting the payoff after.

- The Fanti's third major enterprise (besides smuggling and piracy) is protection rackets. Ironically, they often end up fighting to protect their "clients" from attacks by other pirates in the Gulf of Guinea.
- Rigger X

When it comes to loot, the Fanti usually favor stuff that's easy to transport and re-sell, but sometimes they'll take a liking to your ship. If they do, ask to talk to the matriarch; Fanti men lead the raiding parties, but the women are in charge of everything else. They might let you ransom your freedom instead of selling you off to the flesh-traders. If not, it's a short trip from the Fanti territories to Asamando, so you'd better act fast.

HELL THUNDER CREW

The first time I visited the shadow market at Hong Kong's old Kai Tak airport, a crazy old ork woman started accosting me about "the drums." I had no idea what she was talking about, of course, so I didn't think anything of it—until I told my local fence about it, and just hearing "the drums" made all the color drain out of his face. All I could get out of him was *dei juk lei dong*, which my linguasoft translated to "Hell Thunder Crew." My fence isn't the squeamish type—he grew up in the Kowloon Walled City and survived with his sanity intact, though not his teeth—so I figured that anything that made *him* shake like a leaf was something I needed to know about.

As it turns out, hardly anyone in Hong Kong talks about the Hell Thunder Crew. After hearing the stories myself, I don't really blame them.

- My friend Snow Tiger mentioned the Hell Thunder Crew in the Hong Kong file for the Runner Havens download several years ago. Not many pirate groups survive the



churn of Hong Kong for any length of time. It's a shame the Hell Thunder Crew did.

- Lei Kung
- The Hell Thunder Crew is mostly made up of metahumans, specifically orks and trolls, and rumored to be escapees from Yomi Island. I don't doubt they survived what the Japanese did to the Philippines, but unfortunately, you don't have to have been through Yomi to get that fucked up.
- Mihoshi Oni

Even by pirate standards, the Hell Thunder Crew is vicious and brutal. You'll never find a survivor of one of their attacks, because anyone who faces them will either fight to the death or do the deed themselves to avoid whatever fate the Hell Thunder Crew has in store for them. I can't really blame them; in at least one case, the victims' decapitated heads were tied to the gunwales of their ship and left for Knight Errant to find.

One rumor that kept cropping up was that the Hell Thunder Crew are controlled by twisted matriarchs who worship dark gods of the sea, paying their tithes with the flesh and blood of their victims. I don't know about that, but everything I've heard about these creepy fuckers has made me think I never want to get close enough to ask.

- Like I mentioned in the Runner Havens download, the Japanese Imperial Marines call these mythical matriarchs the Rasetsu Nyo, or "cannibal demon women." An old legend says that the goddess Kishimojin—Hariti to the Indians—had many children and fed them with children kidnapped from other women. I can't confirm or deny the rumors that the Hell Thunder Crew are cannibals or Infected, but I do know that none of the women or children they've captured have ever been seen again.
- Mihoshi Oni

In fact, from what I was told, the Hell Thunder Crew are the only pirates who every other pirate crew in Hong Kong will band together to fight. I know most people don't put "pirates" and "professional courtesy" in the same sentence, but we're like shadowrunners that way: sometimes the best way to win a fight is to avoid it entirely, because if we're too banged-up to sail, we don't eat. These Hell Thunder Crew slots, on the other hand? With a rep like theirs, I doubt fellow pirates would even give them a warning shot, let alone mercy.

When it comes to raiding their targets, magic is the Hell Thunder Crew's biggest asset. They make

wide use of air and water spirits, invisibility spells, and combat magic (naturally). The magicians on my crew seemed pretty skeptical that any spirit that wasn't toxic would answer a summons from the Hell Thunder Crew. I told them I didn't want to find out.

LA LLAMA ROJA

Everyone knows about the peace deal between Pobre and Juan Atzcapotzalco that ended the Yucatan rebellion. Pobre got himself set up as the feathered governor of the new Yucatan Autonomous Zone, and a lot of former rebels were awarded positions in the new state's cabinet. Then there was a smaller faction who believed that the war against Aztlán wasn't *really* over until the whole Ghost-damned pyramid came tumbling down. The more mainstream group tried to shush them, the hardliners refused to be quiet, and to nobody's surprise, the now-government of the Yucatan told their ex-fellow revolutionaries to take a long walk off a short pier.

And so, *la Verdadera Llama de la Libertad*—the True Flame of Freedom—was born.

Naturally, the next step for the True Flame was to sail south and hit the Big A where they could least afford it: the Nicaragua Canal. Since they couldn't rely on their old friends in the Yucatan anymore, the True Flame started making connections with anti-corp groups like Attack! and Equity. They settled in on San Andrés Island, and in the grand tradition of *the Captain Morgan*, began looting and pillaging the hell out of everything they could find between bouts of copious drinking.

- Well, yeah, there's fuck all else to do on San Andrés since the Azzies closed all the resorts.
- Kane

Like all good Latin American revolutionaries, though, the True Flamers eventually swerved to the left. They renamed themselves again, this time to *la Llama Roja*, both to show their new communist affiliations and because even they couldn't be damned to say the longer version every time. The Red Flamers went back to raiding after that, but they added a new twist: trying to convince the entire Caribbean to start a proletarian revolution.

- Fellow workers and proper pirates? I ought to look this lot up next time I'm near South America.
- Chainmaker



LIMPET MINES

For you landlubbers out there, a limpet mine is an explosive attached to the hull of a target ship, typically with magnets. Divers are typically used to plant them, but drones or even spirits can do the job. Some modern limpets pilot themselves to their target, then latch on.

There are a few ways to trigger it. Most commonly it operates on a timing fuse, exploding after the diver who plants it has time to get away, or after whatever piloting device has indicated target latch has been achieved. Wireless triggering is possible, but that comes with the pesky possibility of a wireless signal that might be detected, so that's somewhat rare. Turbines or motion detectors may also be used so that the mine detonates after the ship has traveled a certain distance, or in particularly sophisticated systems, a certain distance in a particular direction.

Unfortunately for *la Llama Roja*, the revolution's gone about as well as you'd expect; they haven't gotten much support for their new worker's paradise beyond Soviet Boatistan. (I think the name's actually "X Marx the Spot" or something, because, hey, commie pirates.) Hell, last time they tied up at the Black Diamond, their "council delegate" started quoting Che Guevara at me. I told him my hair was redder than my politics and to get the fuck off my island.

The Red Flamers aren't all bad, though. I won't even pretend to know what the hell they mean when they ramble about their collectively owned means of production, but they say they get a bigger share of prizes than they would from a "capitalist" (I guess they mean normal) captain, and they just seem *happier* than most pirate crews I've seen, even sober. More importantly, I've never heard of them refusing aid to a crew in need or stealing their prize out from under them, unlike *some* people. They say it's all "workers' solidarity," but whatever you call it, I respect a crew that treats their competition fairly. (They're a little naïve, maybe, but I respect them.)

- They help smugglers, too, not just fellow pirates. One time, I was in Caracas and had to disappear quickly after some negotiations got bloody. The patrones' thugs sank my hydrofoil, but the Red Flames happened to be in port for supplies, and they gave me a berth in exchange for my labor. I have to say, I never thought I'd see a pirate ship with trid sets in every cabin.
- Traveler Jones

- In Soviet Boatistan, trid watches you!
- Slamm-0!

WUJI CREW

When it comes to Hong Kong pirates, these guys are the polar opposite of the Hell Thunder Crew. The Wuji Crew, or "Black Dolphins," have a rep for being the best-trained and best-equipped pirates in Hong Kong. They're probably the most professional ones, too; a contact in the Marine Authority said that none of their members had ever spilled their guts under interrogation. When I met the Wuji Crew myself, both the gear and the crew themselves were in top-notch condition—even their boats were cleaner than pirate ships have any right to be.

The Black Dolphins like to out-maneuver their marks instead of taking straight-up fights, partly because their fleet is mostly local knockoffs of the Sea Ray Cottonmouth and Azzie Nighrunner. (They were happy to show off their freshly liberated Riverine Police, though, because every pirate loves to brag.) The smaller hulls also limit how much loot the Wuji can take from a given target, so they focus on smaller, more valuable cargo, including kidnapped individuals.

- The Wuji Crew have continued their trend of extracting corporate personnel from popular vacation spots and cruise liners and ransoming them for absurd amounts of nuyen. The attacks have slowed in recent years, but so far, none of the corps have been able to stop them entirely.
- Fianchetto

While they've been known to run their targets down with pure speed and piloting skill—I swear, even a Cottonmouth isn't supposed to go *that* fast—sabotage is by far the Wuji Crew's favorite tactic. The method varies from target to target; they're just as happy planting limpet mines as they are hacking a boat's autopilot. One of their deckers claimed they'd even hacked the port navigation system. About the only thing the Wuji Crew doesn't use much is magic.

- I can confirm their navigation system hack. Last time I pulled Matrix support for a runner team in Hong Kong, our target was on a cruise liner that the Wuji Crew happened to hit at the same time. By the time I cracked the port authority host, their decker had already set the navigation system to run the ship aground on Lantau Island.
- Slamm-0!



- Oh, is that who did it? I should make them pay for ruining my dress on that job. One of the waiters stumbled and spilled his tray on me when we hit the shore.
- Ma'fan

With all the training and support the Wuji Crew gets, rumors about them being corp-backed are everywhere. Naturally, nobody can agree on exactly *which* corp might be behind them, but the most popular theory points to Evo's PensoDyne subsidiary. It seems that Jin and Lin, the mysterious twin brothers who lead the Wuji Crew, are widely believed to be the (literal) offspring of PensoDyne's genetic research.

The stories that Jin and Lin were bred as operatives for Evo's Special Security Detail are less popular, but it would explain how they vanish into thin air whenever the Marine Authority tries to track them down.

- I knew it!
- Plan 9
- Other people agreeing with you doesn't mean you're right, you know.
- Snopes

DA BRAG ROCK

There's not an ork south of Miami that hasn't heard of DBR, the most infamous pirate crew in the Carib League. All trops, all hard core, and all mean as the noonday sun in the doldrums. They take care of business, but they also take care of their own. I know all pirates get a bad rap, and some of them deserve it, but any negative publicity attached to the DBR is just flak from their haters, who don't like a pirate crew that isn't just in it for themselves. The DBR has a solid record of giving back to the people of Ork Brac.

They're based off Ork Brac, formerly Cayman Brac, one of the three major Cayman Islands. Where exactly they sail from helps them maintain an aura of mystery. Rumors would have you believe they have a secret cave system where all their boats slip into, or a hidden underwater base that opens up to bring the boats down to a safe harbor on the sea-floor. Both theories are far-fetched and quite ridiculous, but that's what you get when a crew like DBR chooses to avoid making an HQ and instead runs their operations from locations all over the island. The thing about DBR is they don't have a real central HQ. The island doesn't belong to them, and it gets



a decent amount of traffic. Their craft sail out of a dozen different ports, harbors, caves, and alcoves around the island, none of which is any more significant than the others. It's an operational model that keeps the bulk of their vessels safe, even if one of them happens to be in a little trouble from the law or the locals. The fact that they have a good rep doesn't mean individuals don't do something stupid and get a little trouble on their tail.

The best information I've put together says DBR sails eighteen ships of various makes and models. Most of them are armored up and armed to the teeth, but they more resemble a great white with its mouth closed, rather than an angler fish that's all teeth and scariness. That keeps the weapons out of sight until they're needed. The operating crew of every vessel is predominantly orks. By this I mean the ones who have to actually move around the boat. Captains and boarders are mostly trolls. They spend most of their time amidships in order to keep the boat balanced, but when it comes time to board they use the same instability they create on their ships to make their targets rock and roll like they're sailing in heavy waters. It's their signature move, and it helps them maintain their positive rep. They rarely kill anyone. Sounds strange for a pirate, I'm sure, but it's chip truth.

- The separation between the positions is a bit of a sore spot. You get a lot of orks who feel like the trolls have it easy. On the other end, you have the trolls who think the orks have the advantage because they get more work opportunities, because they only load up with boarders when they have a target. When they're sailing for recon or looking for an opportunity, they lack that hold full of troll meat.
- Sounder
- They may not kill often, but in order to maintain that rep, they leave a lot of boat owners stranded on various small islands around the Carib League. As long as the victims stay calm and don't go all crazy on each other, things are usually fine, because they drop messages to the authorities about where to find everyone they strand.
- Rigger X

The other chunk of their positive rep is a serious Robin Hood streak. They fence most of their loot through a few trusted local Ork Brac fixers who always give back to a few local charities that take care of kids on the island. The rumors of where the money comes from, and the fact that kids who need taking care of are usually already short on family, leads many of them to seek out

DBR once they're a little older and join the ranks of the pirate crew. I guess that makes the money less like Robin Hood and more like a solid recruitment budget, but either way you look at it, they help out, when they could just be using that money to whore or get drunk. Well, drunker.

MINOR GROUPS

Near the Emerald Isle, a new Irish nationalist pirate group has sprung up since the disturbances in the Veil around Tír na nÓg have gotten worse. The *Óglaigh na bhFarraige* ("Sea Volunteers") normally limit their targets to cargo vessels carrying exports from Tír-based corporations, like Armaments Éireann-Tír.

According to my contacts, the *Óglaigh na bhFarraige* are led by the Sea Queen of Connacht, whom the Tír Republican Corps claim is a major contributor to their recent civil unrest. Whoever she is, she's been known to keep warm relations with both the Protestant militias in Tír na nÓg and the Knights of the Red Branch in the UCAS.

- Damned if things haven't changed since I left Belfast. Catholics and Protestants working together? They must think they're awfully close to victory, if they're willing to put up with each other long enough to get the job done.
- Thorn
- Hmm ... Rhonabwy's been awfully quiet since the Dragon Civil War ended, and the domestic unrest in Tír na nÓg certainly hasn't simmered down. I wonder if the other Welsh dragon isn't up to his typical anti-elven tricks again.
- Winterhawk

Last, and possibly least, is a group based in the Algonkian-Manitou Council—yes, the one that's mostly wheat fields. River piracy is a whole different game than the open ocean, and luckily, the Saskapeg Crew is better at it than they are at choosing names. As far as anyone knows, these slots have only been around for a few years, ever since Maersk and a couple of NAN corps opened up a new Arctic seaport on Hudson Bay. They say they took their name from their usual hunting grounds, but hell if I know where those are.

- That would be the Saskatchewan River and Lake Winnipeg. Don't let them fool you, though; those guys spend most winters on the Pueblo section of the Rio Grande, not in the AMC.
- Zhaganaash



WRETCHED HIVES OF SCUM AND VILLAINY

You didn't really expect a different title for this section, did you? Look, as much as pirates love the open ocean, every ship has to resupply eventually. Seeing as we typically aren't welcome in respectable ports, you'll find your friendly local scalawags gathering far afield from polite civilization. Here are a few spots we like enough to come ashore.

CYPRUS

When I was a kid, people were calling Cyprus the first Mediterranean pirate haven. Turns out they were right—well, almost. Pretty much the entire island was bombed into rubble during the Euro Wars, and nobody really rebuilt it. Ironically, what really helped put Cyprus on the map as a pirate haven was Crash 2.0.

- Huh. Not many times you can talk about the Crash helping something.
- Bull

If you took the Grand Bazaar and other black markets from Constantinople and put them on their own island, you'd basically have what Cyprus is starting to be. Neither Athens nor Ankara wanted to spend the nuyen to clean the place up after the Euro Wars wrecked everything, so the Turkish Maffiya became the de facto leaders of Cyprus. When the Crash hit, it fucked Constantinople as hard as everywhere else, making it impossible for the Grand Bazaar to operate like it normally did. What better time for the Maffiya to tell people about the new bazaar they were opening on Cyprus?

Aside from a few fishing villages filled with dirt-poor Turkish Cypriots, the Maffiya controls Cyprus through the local faction of the Grey Wolves—all die-hard Turkish patriots, and all kicked out of Constantinople for not respecting the truce with the 10,000 Daggers. They've declared the walled city and port of Famagusta a free trade zone, which means they'll leave you alone—besides collecting protection fees and providing just enough security to allow people to do business. If you're not Turkish, don't leave the walled city, especially if you're a woman or a meta.

- Sounds like Portland in the bad old days.
- Frosty

EXUMA, THE BAHAMAS

Okay, I have to admit, Exuma's kind of here as a joke: its main claim to fame is that a popular series of flatvids about Caribbean pirates was filmed there almost a hundred years ago. You'd be shocked how many pirates turn their noses up at it because of that, but all in all, Exuma's pretty nice. Even if the guy who runs it actually named himself after a character from those vids.

- Jack's not so bad, as long as you don't have to understand anything he says. Just remember that, like a lot of us, he puts on a show as a form of misdirection, to get you wondering about what you missed while he was confusing you.
- Kane

The smart Carib pirates swallow the old pop culture references and make the best of it, because His Loopiness has turned George Town into one part black marketplace and one part pirate resort—as in, a resort *for* pirates. Exuma was one of the many, many Caribbean tourist destinations that went belly-up after the one-two punch of VITAS and the first Crash. Nowadays, it hardly gets any traffic at all, although the fact that it's only a couple hundred kilometers from highly quarantined New Providence and desolate Andros Island probably doesn't help.

- The World Health Organization has had New Providence (including Nassau) locked down for almost two decades, and they enforce the quarantine strictly. They also keep it very hush-hush, but the evidence I've found says that a Shiawase subsidiary called Metaluxa was using the island to run tests on some kind of highly infectious disease, possibly to develop it as a bio-warfare agent.
- The Smiling Bandit

Spending a week on Great Exuma is the closest I've ever gotten to a real vacation. The docking fees are pretty reasonable by Carib standards, and most of the pirates who come ashore on Exuma aren't out to cause trouble; see the part about the stupid pirates who can't take a joke turning their noses up at it. Besides, the prices on supplies are pretty good, the Matrix access is as reliable as any corporate resort—don't ask me how—and the local watering hole puts little umbrellas in their drinks. Oh, and if you make any trouble, Jack sends his army of undead pirates after you. Really, what's not to like?



- Wait, undead pirates? She's kidding, right?
- Netcat
- For the historically inclined, Exuma's Elizabeth Harbour was a reputed favorite hiding spot of none other than William Kidd.
- Fianchetto

MADAGASCAR

If Exuma is all the best things about piracy wrapped up in one island, Madagascar is where they put everything else. Madagascar's location makes it a perfect staging point for all manner of piracy—it's within striking distance of the Horn of Africa, Cape Town, the Arabian Caliphate, even India and Australia, if you don't mind traveling. The locals don't mind pirates in the least, because they *are* pirates; I mean, the place is literally called the Pirate Island. On the other hand, nobody's seen the native Malagasy in decades. Even Aetherpedia says it's completely unoccupied.

- Two-thirds of Madagascar's population were wiped out by VITAS right before the Awakening. After international and megacorp aid proved useless, the rest abandoned the coastal cities for the newly regrown forest in the center of the island. If anyone's seen the Malagasy since then, they haven't been talking.
- Picador

There are a few cities on Madagascar's coast where pirates have moved into make their home. The largest of those is Fort-Dauphin. Walking around, you might think you've stepped into some post-apocalyptic action trid—tall glass-and-chrome skyscrapers covered in sand and dust, people talking in what sounds like six different languages without fully matching any of them, gun-runners hawking mil-spec weapons going broke while some slot down the street pushing purified water is living like a king.

I know a lot of folks, pirates and shadowrunners alike, who'll say you haven't seen real rough-and-tumble until you've been to their favorite (or least-favorite) drekhole bar in their little corner of the world. But Fort-Dauphin is the kind of town where even the street sam with the shiny new wired reflexes learns to keep his mouth shut, because if he doesn't, someone'll scan that Sammy McSliceNDice isn't as fast as he thinks he is and decide to shut it for him. Permanently.

Oh, and if that wasn't enough, the forest in the middle of the island is haunted—like, "corrupted by a mysterious cabal from Magical Elfy-Land" levels of haunted. I can deal with pirates being pirates, even the vicious ones, but that forest is evil.

TREASURE ISLAND

Say what you want about me (many people do), but anyone who comes to the Black Diamond is welcome to stay as long as they're worth the trouble they bring with them. If you need supplies, be ready to barter. If you want a favor from the Pirate King herself, bring tribute and behave yourself—don't start a fight like the one I can hear brewing in the galley right now. I guess that's my cue to leave.

Oh, and Kane: Don't think I didn't notice that crate of Bacardi go missing last time you and Kat made port here.

- Heh, girlie's sharper than I thought. Hope she ain't expecting it back.
- Kane

WE'RE NOT GONNA TAKE IT: SIXTH WORLD MILITIAS

POSTED BY: GRINDER

I'm not a big fan of local militias. All too often they're just a bunch of gun nuts or religious fanatics trying to justify their excessive level of reclusiveness being a result of their oppressive government and its megacorporate masters. I'm not saying it isn't a real issue, it *is* a real concern, but for some reason the kooks who always end up talking or making the news create the worst impressions. It's as if the media were entirely controlled by the megacorporations. Oh, wait.

So, let me make a slightly better impression for them and provide some insight and warnings for runners who may have to deal with them, one way or another. I'm not the most prolific font of intelligence on these groups, so please, feel free to comment and help enhance the view that these groups are genuinely dangerous and not just a bunch of backward bumpkins with automatic weapons.



THE REAL AMERICANS

These here are the guys I'm talking about when I speak of a group that just needs better representation. No, I'm not a member, but yes, I do see the value in what they're saying. How they go about it and what their overall end goal is, I might not be on board with, but I can sure as hell see how a lot of people are. What we have here is a civilian militia headquartered around St. Louis that is seeking to push for the freedom of St. Louis and use that move as the start of a new American Union with a government based out of the gateway city. They don't exactly detail what happens to the Canadian part of the UCAS, but I'm sure with all the losses the UCAS has taken, they wouldn't want to make any unnecessary sacrifices, so they'd let the Canucks come along.

- Not sure they'd want to. Smaller nations have survived, and if the UCAS and CAS merge back together, any Canadian states will definitely get the red-headed stepchild treatment.
- Slamm-0!

At the core of the Real Americans' beliefs is a reunited America, officially referred to as the American Union in their rhetoric. The thing is, they haven't made any real progress toward this goal other than getting some property and a lot of angry citizens together. The goal is to once again create a powerful nation that can push back against megacorporate control. This tenet is not making them friends, which will make the whole thing tough to achieve, so their first goal is to start with a free St. Louis. They want to push the megacorps out, or at least reduce their influence, and show that it can be done. Then they'd expand from there. While their rhetoric speaks of a reunified America, it remains vague on any expansionist agendas, though it makes a few mentions of California and the poor island of megacorporate slavery known as Seattle.

- Nice to know we get noticed. Seattle is truly its own place. Sure, the UCAS has some influence, but not even as much as the weakest mega. It's just the reality we live in.
- Sounder

With a massive chunk of land north of St. Louis proper, around the former town of West Alton, the Real Americans have a strongpoint to make plays on the gateway city. Their land, which consists of

everything between the Missouri and Mississippi around the town, is actually quite well-fortified and is set up to be self-sufficient in terms of feeding the members who train and live there. They've built up structures and housing in the area, though most of the construction has been downward, with several underground structures dotting the area despite its location at a serious flood point.

- Though you don't see it, the area has some solid air defenses. The water tower in West Alton is a cover for a sophisticated radar system, and they've stockpiled massive stores of Yakusoku MRLs, that, while not automated, link up with the radar system and are quite efficient at taking down intruding aircraft.
- Rigger X
- To counter the flooding issues, all of the main facilities have hatches on top and ground-level doors that seal. The doors, plus walls made with several feet of concrete and steel, keep the water out during spring floods. They'd also do a great job of keeping out large explosions, like those created by bombs, if an assault were to come. They also keep an interesting collection of boats—not normal riverboats—on the nearby river that they use during floods, and also in emergency situations.
- Turbo Bunny
- I've seen those boats. They don't look like they're just for an emergency—more like for an invasion, or holding a section of the river after an invasion.
- Rigger X

Most important when considering any of the militia groups is the efforts they're making to try to bring about the changes they seek. The Real Americans don't just gather forces and train them for possible altercations, they've made remarkable headway in gathering support for the city's claim to the ARCHology, rather than letting it fall into the hands of another megacorporation or becoming a facility for the Corporate Court. While violence is what most expect from a militia, this one has been doing a good job at playing politics to convince the city that the efforts put forth by NeoNET to gain the properties and contracts for construction of the ARCHology were not all on the up and up. Investigations, and carefully constructed and planted data, are pointing all sorts of fingers at the use of shadowrunners along with good old-fashioned blackmail in order to rush through the signings and approvals for St. Louis' biggest construction undertaking in over a century. Now, the same



project that put hundreds of thousands of nuyen into the shadows is doing it all over again, just for a different end game.

- I have it on good authority that if the Real Americans can't get the ARCHology into city hands, they'll drop it into the Mississippi as a statement against the corps.
- Red Anya

Alongside their support for the city taking control of that ridiculous monstrosity over the river is their support for a free St. Louis. With the ARCHology as their symbol of strength and power, as well as a sign they are willing to take from the corps that have been taking from them for decades. They hope it will be seen as the first step in a plan to push St. Louis to break from both nations. While this seems counter to their goal of a reunited America, it's a step to show the nations that a city can stand on its own, free from the clutches of any megacorporation. Once they've developed this strong and independent anti-corp state, they'll reach out to both sides of the border and offer Americans a chance to once again be part of the greatest nation on Earth.

- They want them to be part of Asamando?
- Hannibelle
- Hey-yo. Though maybe that would have worked better when Thema Laula was in charge.
- Slamm-0!
- The Real Americans have way too many goodies to just be some collection of good-ol' boys looking to reunite 'Murica. Those boats floating in the river are near a million apiece, and all that construction didn't come cheap. They've got support from someone, or if my info is correct, some thing. All signs point to a certain white-scaled lizard that resides a bit west and might be in the midst of setting up his own independent city-state. I don't see a long-term union here, though I don't see things in dragon-lifespan terms, but I'm seeing old pale scales working toward creating a few spots that are telling the corps to kiss off. It's not just St. Louis, either. Ghostwalker's influence has been subtle and well hidden in Chicago, but he has put some effort into redeveloping the city with a more independent bent. St. Louis is a far more likely success story, though it will still be a tough row to hoe.
- Icarus
- Several rumors have also put Hestaby in St. Louis recently. I'm not sure if it's related to, in opposition of,

or completely separate from Ghostwalker and the Real Americans, but the source was reliable, even though the info was weak.

- Frosty
- Interesting, because I have a source that put the Sea Dragon in town earlier in the year as well. According to my source, she had followed a Maersk freighter up the river and made an example of it while it sat at a dock south of St. Louis.
- Netcat
- Like the dragon could swim all the way up the Mississippi.
- Balladeer
- It's cute that you think dragons have to move only in their largest form.
- Chainmaker

The future of the Real Americans is uncertain, at best, but they're growing. They have been able to build a following, even with local corp employees. Despite their anti-corp agenda—or more likely because of it—they've been able to pull in a lot of support from local corps, smaller operations as well as citizens of the megas. Their rhetoric touches on a lot of the negatives that several corps haven't been able to hide from their citizens in St. Louis, in particular, the collapse of NeoNET. When NeoNET went down, there was a lot of attention on them, and a lot of people saw what happened to the NeoNET citizens in town. Suddenly displaced, they showed that a mega can fall. A lot of those displaced NeoNET employees, adrift and nervous, are angry at the corps. The Real Americans are picking them up at what they feel is their lowest and pointing them in a new direction. A direction toward a strong nation, the American Union.

Not all of the Real Americans' efforts are that peaceful, though. There are plenty of rumors that an attack on the ARCHology is already in the works and is only being held up by the city's efforts to claim it. If hotter heads in the militia get their way, they may take the decision out of their hands. That is, if other potentially violent plans don't get the green light first. Forceful reclamation of the city is a constant rumor both in the shadows and with the militant factions inside the city. The Real Americans have supposedly gained assistance from some faction in the NAN coalition that has offered to assist with magical support, using the area near Cahokia as a focus point for rituals. The area is under constant surveillance, and secu-



rity has been heightened several times over the past several months when the threat was believed to be serious. The moves were likely a series of advance feints to see what kind of security they will throw that way.

Most of their operations have been seen as rumor, but there is at least one place that is building up a visible force related to the Real Americans. Cairo. And not the one in Egypt. The one right near where the Mississippi and Ohio Rivers meet, meaning the Real Americans would increase their access, and possibly control, of critical waterways.

- Who cares if they have the rivers? This isn't the god damn 1800s. They aren't cutting off any major supply routes with this move.
- Stone
- Symbols, man, symbols. You think that giant arch ever had to be built? Or that even bigger one made to span the river? The spin that can be put on taking control of the rivers is a big win for these guys, even if it's just symbolic.
- Mika

It's the political side of this that is truly interesting. Even with several large forces mustered on their soil or near their borders, the governments of both the UCAS and CAS haven't done much to hinder or harass them. The politics of the issue are complex and multi-layered but can be summed up as a large plot that will require several key political events to transpire. According to this plot, events need to start in the city of St. Louis, with key political figures being turned away from their corporate supporters, or more appropriately, severing their corporate leash. Once unleashed, they'll be more amenable to lead St. Louis toward freedom. But while the events need to begin in St. Louis, the machinations will start, and likely have started, well before that in the federal governments of the two American nations. This is likely the cause for their lax attitudes toward the considerable forces gathered on their soil. Politically savvy members of the Real Americans have the difficult task of convincing the two sides to hold back long enough for them to show their actions in St. Louis to be a success. At the moment that seems to be happening, but both sides could just be waiting and biding their time to let the Real Americans make a move and be brought down by the megacorps before putting any of their own resources at risk. The whole situation is a shadowrunner's wet dream.

Jobs on every side of the action—and there are a lot of them—need operatives, and the money is flowing into our dark little pockets.

THE FLAMING SWORD

I'm going to start this by saying that I'm not entirely sure I can actually fulfill my promise to make these guys look less nuts, because they don't have a whole lot of members who have all their marbles. At least they look less like bumpkins and more like psychos. If you've heard of them before, you know why; if not, it's because the Flaming Sword is the private militia put together by the Human Nation. They're set up a lot like a merc unit, but they only get contracted out to work with meta-hating collections of dirtbags. As you can all see, I'm not the most impartial of sources, but I don't care. I've got pointed ears and these guys have pointed hats; we don't mix well.

Like all militias, they have a cause. Theirs is a world with humans completely in charge and metahumans either enslaved or wiped out. Most members you talk to would prefer the latter, because the former allows for an uprising or some path to re-mixing the metatypes. To give them a fair shake, they have plenty of rhetoric and "data" in their literature about the trouble caused by metahumans since the Awakening. This is presented alongside pro-human material that talks about how the life quality of humans has dropped due to metahumans and all the government and corporate support that they receive. They point out data that no one really has, like SINless percentage breakdowns, as well as presenting skewed historical accounts of events like the Night of Rage, formation of several Awakened nations, and various points of political unrest over the last sixty years. Even the recent Matrix Crashes are blamed on metas in one of their educational pamphlets.

The point is, they're nuts. But when we take a look at what they're up to, we see that they're not erratic. They know what they're doing. While most militias have one location they call home (usually a large compound or a big chunk of land), the Flaming Sword has several separate locations where they focus on a different aspect of recruit and member training. Initial indoctrination occurs at a massive farm in central Illinois. Weapons training is done in a small compound in Ohio, not far from Athens. Advanced weapons training, including live-fire exercises, brings



them to a collection of abandoned lake-houses in Minnesota. All three of these locations usually have in excess of a thousand members present at any given time. Members move between the three locations and the majority of the members are “independent citizens,” their word for being either SINless or having been mostly erased from SIN registries or renounced their SINS, which quite frankly does absolutely nothing. This makes moving around a little more difficult, and they frequently use smuggling assets (who often in turn use runners) to get them moved from place to place. For larger operations or mass movements, it’s just as easy to bribe the necessary authorities to look the other way.

- There are two different levels of the Flaming Sword. The Human Nation has special operatives called Flaming Swords. These fanatics will always have some form of tattoo with a fiery sword on their forearm that they use as a signal to each other. The group that we’re talking about here formed up a few years back to cover up the activities and existence of those real members of the Flaming Swords. Confusing, but that’s part of the point. It’s a decent ruse intended to muddy the waters. Members of the Flaming Sword militia are forbidden from getting the flaming sword tattooed on their forearms, but they can get it tattooed anywhere else on their body.
- Icarus
- You can tell which members didn’t buy into this. They’re the ones with the prosthetic forelimbs. The real Flaming Swords don’t mess around with that rule. If you show ink on your forearm of a flaming sword and another real member calls you on it, they are known to sever the offending limb on the spot. Including in public diners, as with one case in January.
- Stone

The current focus of the Flaming Sword is training and growth. That doesn’t mean they don’t head out for live-fire exercises on occasion, and several groups have been sent to meta-friendly areas to practice their special kind of stupid. Sweet-water Creek has seen more than its fair share of FS trouble, while the group has been down here recruiting and expanding their efforts in the CAS. The move is also helping the ones with the forearm tats operate in the region and really mess up the lives for the trolls and orks trying to live the quiet life outside Atlanta.

- There was some action in Denver a while back that involved the tattooed version of these scumbags. It was a major reason the whole militia group got the growth push it did. They needed to get some new guys to tattoo, and they needed a better way to keep them hidden. Being part of a massive secret society wasn’t enough.
- Fianchetto
- That secret society took a major hit to the secret part when they got stuck in the dragons’ crosshairs. The civil war may have waned, but the shadow aspects didn’t, and outing members of the Human Nation is still a favorite pastime of several fixers with draconic ties.
- Frosty

THE ZONE DEFENSE FORCE

Yup, you read that right, the ones from Denver. I’m listing them as a militia because they don’t have an officially recognized government, though I’ll also touch on an interesting secondary point near the end of this little infomercial. Most of the basics should be easy to cover. Their purpose is to protect and develop the sovereign nation/free city-state of Denver. As militias go, they’ve been really successful, but we all know that’s because their initial break from their previous government was spearheaded by a great dragon and fought against an already-weakened opponent.

They are well-equipped and well-funded, thanks to Ghostwalker, with resources across the full spectrum of arms and armor, including military ground and aircraft. The only thing they lack is a naval force, but I wouldn’t put it past Ghostwalker to have some naval assets tucked away for them to use just in case they need them. Even though the four resident governments had significant assets in the region, the fact that each had also been providing troops to the ZDF gave them extensive insider knowledge on tactics and strategies they would implement in the event of a takeover. As anyone with a trid set could tell you, it worked well.

Now, what’s up next. That’s an interesting topic. Obviously, they’ll be focused on keeping Denver independent, but that has not been as difficult as one might expect. It probably has something to do with the threat of being eaten, but both the UCAS and CAS have turned their attention elsewhere, and the Sioux and PCC didn’t really step up and argue in the first place. The biggest force they’re facing are the anarchists following the clown, but



even they seem to be less coordinated and falling like dominoes.

So, with all these easy targets, what is a dragon to do with his possibly oversized army.

That's the kicker.

Now that he has his own little fiefdom and he's feeling like his control is finally solidifying, Ghostwalker is looking to keep his troops ready and pull in some income while he's at it. With a little shift in employment status, his ZDF troops are moving over to Black Talon Inc. Black Talon isn't fully through its registration process with the IMA. The joke is that they're trying to make sure GW isn't on the roster, but the truth is more a matter of shadow ops and political holdups trying to keep Ghostwalker from making a move that no one else seems to understand. Why does he want to turn a portion of his military into a mercenary outfit? It's a bit mind-boggling.

Like most cynical runners would expect, it's not all easy. Their Special Operations group, the "Razor Claws," are already on the chopping block because they're all registered as drakes. I'm not sure why that keeps them from being mercenaries, but it seems to have something to do with draconic law, and the fact that all drakes belong to a particular dragon. Not sure just how dragon law is playing a part in IMA business, but I'm sure it's not so much a true legal matter as a matter of the IMA not wanting to deal with pissed-off dragons wondering why their property is being used by this mercenary company. I would suspect that the Razor Claws will get some new names on their rosters, with non-drake bylines. Not saying they'd ever use fake SINs, of course. That would be illegal. Anyway, expect some action doing a little digging on the new members and some counter-ops trying to keep it quiet, but don't expect this to do anything but slow the inevitable. There really aren't any good reasons to prevent the company from gaining merc status.

- The real reason those Razor Claws aren't getting cleared is because GW is going to send them along with the standard Black Talon forces, and then use the merc ops to spy on other nations or courier messages for GW to political allies outside the region.
- Thorn
- Insiders behind GW's media blackout are talking about the formation of a nation-state with zero megacorporate influence. Local companies are getting a chance to grow

without getting undercut by the megacorps, and GW is helping make it run smoothly.

- Cosmo
- I'm not sayin' that's not possible, but it's not likely to stand. Maybe GW can manage to avoid the BRA and keep the corps from claiming extraterritoriality, but he won't be able to function without them. The only nation that doesn't need them is Asamando, because the only resource they really need is suckers to get drained.
- Razorbird
- Yup. Because Asamando is so backward. Have you ever left your mother's basement?
- Hannibelle

FIRST FEATHERS

Things in the NAN aren't all hunky dory. I'm sure no one assumes that every tribe gets along, but they certainly all get along better with each other than they do with their former oppressors. Yes, I refer to the UCAS and CAS as their oppressors, because that's the terminology used by First Feathers. Like most other nations, not all of its citizens are in agreement on things. This internal NAN militia sees the NAN as not the Native American Nations but rather the North American Nations. They want all of the land that once belonged to the tribes of North America. And it's not just the land. They want all the Anglos gone as well. This massive effort is well beyond their scope at this time, but the rumor mill in the NAN is cranked up to eleven with plans of the First Feathers.

Before I go much further, let me point out some points of confusion that I know are out there. The First Feathers are a militia, not a terrorist organization. They have rumored ties to the Haida National Front and SAIM, but they do not perform acts of terror inside the NAN. Their goal isn't destabilizing the NAN; it's actually making a stable enough NAN to make use of their expansion plans. As for those terrorist connections, they try to avoid intermingling, and they certainly don't support any of their anti-NAN ideals, but these small groups have a lot of fighting experience. The FF isn't about to leave them out, because if the rumors about their plans are true, they need help.

What makes their agenda so extreme isn't just the "all Anglos out of the NAN" angle, it's the less-publicized part that involved reclaiming all their former land. That means anyone lacking Native blood gets shipped back to Europe, Africa, or





Asia. The South Americans aren't being ignored, they're just next on the list of expansion. The FF wants all of the Americas to go back to solely Native domains.

Their plan for pulling this off is what's critical. After they push out all the Anglos from their own countries, they're going to slowly attack and bite chunks off their neighbors. Once they've claimed and controlled the land, they'll give it to the NAN. Sure, this isn't really how it works, but they'll make the effort, and we'll get to see how it plays out. You never know what odd tricks might actually work.

The group supposedly has a big trump card to play: Yellowstone. A lot of sources are saying they have access to the caldera, and I'm not just talking about geysers and magma pockets; I'm talking about the arcane potential the place supposedly holds. They've got the mojo to pull a Great Ghost Dance-style move, but with more precision and control. I can't tell if the Yellowstone card is a pre-emptive strike move, a threat, a big bluff, or an actual portion of their tactics.

- Some mojo-slinger in Denver tried to tap into the power in Yellowstone. The move got thwarted, but it's put Ghostwalker on alert. His gaze is focused on Denver but definitely glancing toward Yellowstone on occasion. He's hired several teams to take a peek for him already.
- Glitch
- Remember that the whole Yellowstone Calamity was set off when some Aztech-associated wanderers ran into a NAN team down below Yellowstone, working to keep a lid on the whole situation, which was destabilized in the original Ghost Dance. Their intervention didn't result in a full-on disaster, but it showed the potential for disruption this area holds.
- Lyran
- Wait, was all that something we actually knew?
- Kay St. Irregular

You can certainly see where they'll be needing deniable assets, and those don't have to be native. In fact, the more Anglos they send on suicide missions, the less Anglos they need to send back.

- There would be a certain amount of poetic justice in seeing the Anglos of the Americas get a taste of their own medicine while they try out life as a refugee. I'm not saying it will ever happen. They'd need some serious mojo and firepower. Not to mention the fact that there are a lot of arms in civilian hands in both the UCAS and the

CAS. The resistance in these places would be huge and well-armed.

- Slamm-0!

CONGO FREEDOM FORCE

Time to shift our focus to a different continent, one famous for the rising and falling of hundreds of militias over the centuries. Yep, Africa. While most militias in Africa rose under a warlord or banded together behind a religious front, the Congo Freedom Force traveled a different path. They didn't rise up to take control of a certain area or region per se; they just happen to be highly focused on one area right now, because of its occupants. I'm not sure how much you know about the current efforts and research going on by Evo in Africa, but it's some pretty crazy stuff, from what I've heard. Now, I admit, most of my sources are members of the CFF, but while prone to a little exaggeration, they would have a hard time all exaggerating in the same direction. Just doesn't seem feasible. I had to sift quite a bit of this using a little cultural editing, because I'm pretty sure most people in the world, including most people in Africa, don't think we are in danger of being invaded by aliens in flying cars from space. Which is what a big chunk of their talk is about. Suffice it to say, the CFF is wholly opposed to the presence of Evo in the Congo region.

Let me put a little history out there. When Evo came to the area, they contracted a bunch of locals to help build their city. And by contracted, I mean enslaved. I know the corps usually try to be a little subtler about their worker exploitation, but here they just went for broke and dialed back the clock to total worker abuse. According to those I talked to, it was an effort to prevent word about what they were doing from spreading. Problem is, all it takes is a single escapee, and word spreads like wildfire. And in this area, the wildfire ignited a militia.

The CFF is growing larger by the day. Many of its founding members were former slaves used to build Evo's facilities. Some of them escaped, while others were let go because Evo didn't expect them to understand the details of what they were seeing. They didn't come to the militia with much experience and they aren't the most well-trained group, but they're getting better by the day thanks to special consultants that have been paid for and provided by several anonymous backers of the cause. You can guarantee those backers have

AA and AAA ratings, and they're looking to score by combing through the wreckage, watching the carnage, or offering up some nice footage of Evo blasting indigenous locals with what can only be described as "space guns." It's a PR nightmare and a Corp Court field day as the other corps seek permission to go in and help the locals in an official capacity, along with their back-channel work. How the militia will work in conjunction with this is the question. Right now, they have the numbers to strike and are perfectly capable of attacking, but they're holding back for some reason.

Part of that might be all this old-world superstition about magic and other-worldly travel. This militia was built on a lot of local culture, and that culture had a fear that the wrong actions taken against this place will bring ruin to Africa and its constituent nations. There is some kind of fear that Evo will build strength in the region and take over as much as they can. A lot of tribal elders with connections to the militia have the gift of divination, which is playing a strong role in shaping their approaches. They see a possible future, translate the vision to their people, and then the people build a sort of fear around it. Right now, this fear is holding the CFF from making a move against Evo.

- Evo's strength is not the fear but the plague it bears.
- Man-of-Many-Names
- Meaning CFD. They have tons of Monads working for them, and tech this far advanced has to be their handiwork. It's not a fear of growing strong but a fear of another outbreak like Boston, but no one close to stop it or build a wall.
- Plan 9
- Boston wasn't Monads. It was narcissism and ego at their finest. It was a dragon thinking they know best and then slipping the noose of their wrongdoing. I'm not going to forget, and some day, those truly responsible will pay.
- Icarus
- It's a strange note, but I have sources who say the CFF is just a front for a local security force for that Evo location. They claim they're all working with Evo and that's why no one has attacked. The person who slipped me this tidbit disappeared shortly afterward, only lending more credence to my suspicions.
- Traveler Jones

As for their future, all I can speculate is that at some point they're going to go after that Evo re-



search facility. They'll probably need help along the way and maybe even on the actual attack, but I'm not certain how many runners who read this are going to go and take a trip over to the deep jungles of Central Africa to help a local militia fight a megacorporation. Especially one doing research into space-age tech, including weapons.

- Here on JackPoint, low numbers; on the streets, where they're fed a load and then jump on a plane, too many.
- Bull

MEAT FOR THE GRINDER

SECURITY/MERCENARY/MILITIA GRUNT

(PROFESSIONAL RATING 2, HUMAN)

These are your basic security grunts and merc and militia recruits waiting to drop into their first combat zone. They're papier-mâché to your average street sam, and even the squishiest runner on the job should be able to take one in a one-on-one tussle. If they have a little luck on their side.

B	A	R	S	W	L	I	C	ESS
4(+1)	3	3	3	3	2	3	2	5.8
Initiative	6 + 1D6							
Condition Monitor	10							
Limits	Physical 5, Mental 4, Social 4							
Armor	9							
Active Skills	Athletics skill group 2, Close Combat skill group 3, Firearms skill group 3, First Aid 1, Perception 2, Pilot Ground Craft 1, Sneaking 1							
Qualities	Toughness							
Gear	Armor vest (9), commlink (Device Rating 3), ear buds [Rating 1, w/ audio link], stimulant patch (Rating 6), trauma patch							
Augmentations	Cybereyes [Rating 1, w/ image link, low-light, thermographic]							
Weapons	Combat Knife [Blades, Reach —, Acc 6, DV 5P, AP -3] Ares Light Fire 70 [Light Pistol, Acc 7(8), DV 6P, AP —, SA, RC —, 16 (c), w/ laser sight] Steyr TMP [Machine Pistol, Acc 4(5), DV 7P, AP —, SA/BF/FA, RC —, 30(c), w/ laser sight] Colt M-23 [Assault Rifle, Acc 4(5), DV 9P, AP -2, SA/BF/FA, RC —, 40(c), w/ laser sight]							

SECURITY/MERCENARY/MILITIA ELECTRONICS GRUNT

(PROFESSIONAL RATING 2, HUMAN)

B	A	R	S	W	L	I	C	ESS
2	2	3	2	4	3	3	2	5.9
Initiative	6 + 1D6							
Condition Monitor	9							
Limits	Physical 3, Mental 5, Social 5							
Armor	9							
Active Skills	Athletics skill group 1, Automatics 1, Close Combat skill group 1, Cracking skill group 2, Electronics skill group 2, First Aid 1, Gunnery 2, Perception 1, Pilot Aircraft 2, Pilot Ground Craft 2, Pistols 1, Sneaking 1							
Augmentations	Datajack							
Gear (Personal)	Armor vest (9), commlink (Device Rating 4), ear buds [Rating 1, w/ audio link], stimulant patch (Rating 6), trauma patch							
Gear (Company)	Novatech Navigator cyberdeck [Device Rating 3, Atts 6 5 4 3, Programs 3; w/ programs (Armor, Encryption, Signal Scrub)] or Essy Motors DroneMaster RCC [Device Rating 3, DP 4, Firewall 4, Programs 3; w/ programs (Armor, Guard, Signal Scrub)], S-B Microskimmer (clearsight 2), GM-Nissan Doberman (programs: clearsight 2, Doberman Maneuvering 2, Targeting SMG 2), MCT-Nissan Rotodrone (programs: clearsight 2, Rotodrone Evasion 2, Targeting SMG 2)							
Weapons	Ares Light Fire 70 [Light Pistol, Acc 7(8), DV 6P, AP —, SA, RC —, 16 (c), w/ laser sight] Steyr TMP [Machine Pistol, Acc 4(5), DV 7P, AP —, SA/BF/FA, RC —, 30(c), w/ laser sight]							

SECURITY/MERCENARY/MILITIA ARCANES GRUNT

(PROFESSIONAL RATING 2, HUMAN)

B	A	R	S	W	L	I	C	ESS	M
2	2	3	2	4	3	3	2	6	3
Initiative	6 + 1D6								
Condition Monitor	9								
Limits	Physical 3, Mental 5, Social 5								
Armor	9								
Active Skills	Assensing 2, Astral Combat 2, Athletics skill group 1, Close Combat skill group 1, Firearms skill group 1, First Aid 1, Perception 2, Pilot Ground Craft 1, Sneaking 1, Sorcery skill group 3, Summoning skill group 2, Throwing Weapons 1								
Gear	Armor vest (9), commlink (Device Rating 3), ear buds [Rating 1, w/ audio link], stimulant patch (Rating 6), trauma patch, reagents (20 drams)								
Spells	Armor, Heal, Increase Reflexes, Light, Lightning Bolt, Stunbolt								
Weapons	Ares Light Fire 70 [Light Pistol, Acc 7(8), DV 6P, AP —, SA, RC —, 16 (c), w/ laser sight] Steyr TMP [Machine Pistol, Acc 4(5), DV 7P, AP —, SA/BF/FA, RC —, 30(c), w/ laser sight]								



SECURITY/MERCENARY/ MILITIA SPECIALIST

(PROFESSIONAL RATING 3, HUMAN)

After a few years and a little time on the job, you've got a better breed of opposition. These are the guys and gals who are trying to move up in the world. Some of them are found at more secure sites or working in units to keep the new-blood in line. They're better trained, in better condition, and they've started investing their resources back into themselves.

B	A	R	S	W	L	I	C	ESS
5(+2)	4	4	3	3	2	4	3	4
Initiative	8 + 1D6							
Condition Monitor	11							
Limits	Physical 5, Mental 4, Social 5							
Armor	15							
Active Skills	Athletics skill group 4, Close Combat skill group 4, Con 2, Demolitions 1, Firearms skill group 4, First Aid 3, Heavy Weapons 1, Intimidation 2, Outdoors skill group 2, Perception 4, Pilot Ground Craft 3, Sneaking 4, Throwing Weapons 1							
Qualities	Toughness							
Gear	Armor jacket (12), commlink (Device Rating 4), jazz inhaler, micro-transceiver, stimulant patch (Rating 8), smartgoggles, trauma patch							
Augmentations	Cyberears [Rating 1, w/ audio enhancement 1, sound link, damper], cybereyes [Rating 2, w/ image link, flare compensation, low-light, thermographic], dermal plating 2, plastic bone lacing							
Weapons	Unarmed [Unarmed, Acc 5, DV 4P, AP —, Reach —] Combat Knife [Blades, Acc 6, DV 5P, AP -3, Reach —] Ares Predator V [Heavy Pistol, Acc 7(8), DV 6P, AP —, SA, RC —, 16 (c), w/ smartgun system, spare clip (regular)] HK-227 [SMG, Acc 5(7), DV 7P, AP —, SA/BF/FA, RC (1), 28(c), w/ smartgun system, spare clip (regular)] Colt M-23 [Assault Rifle, Acc 4(6), DV 9P, AP -2, SA/BF/FA, RC —, 40(c), w/ smartgun system, spare clip (regular)] Flash-Bang [Grenade, Acc 5, DV 10S, AP -4, Blast 10m]							

SECURITY/MERCENARY/MILITIA ELECTRONICS SPECIALIST

(PROFESSIONAL RATING 3, HUMAN)

B	A	R	S	W	L	I	C	ESS
3(+1)	3	5	2	4	4	4	3	4.9
Initiative	9 + 1D6							
Condition Monitor	10							
Limits	Physical 3, Mental 5, Social 5							
Armor	13							
Active Skills	Athletics skill group 2, Automatics 3, Close Combat skill group 2, Con 1, Cracking skill group 4, Electronics skill group 4, First Aid 2, Gunnery 4, Outdoors skill group 1, Palming 2, Perception 2, Pilot Aircraft 4, Pilot Ground Craft 4, Pistols 3, Sneaking 2, Throwing Weapons 1							
Augmentations	Cyberears [Rating 1, w/ audio enhancement 1, sound link, damper], cybereyes [Rating 2, w/ image link, flare compensation, low-light, thermographic], datajack, plastic bone lacing							
Gear (Personal)	Armor jacket (12), commlink (Device Rating 5), jazz inhaler, micro-transceiver, stimulant patch (Rating 8), trauma patch							
Gear (Company)	Sony CIY-720 cyberdeck [Device Rating 4, Atts 7 6 5 4, Programs 4; w/ programs (Armor, Edit, Encryption, Signal Scrub)] or CompuForce TaskMaster RCC [Device Rating 4, DP 5, Firewall 4, Programs 4; w/ programs (Armor, Encryption, Guard, Signal Scrub)], S-B Microskimmer (clearsight 3), GM-Nissan Doberman (programs: clearsight 3, Doberman Maneuvering 3, Targeting Assault Rifle 3), MCT-Nissan Rotodrone (programs: clearsight 3, Rotodrone Evasion 3, Targeting Assault Rifle 3)							
Weapons	Combat Knife [Blades, Acc 6, DV 4P, AP -3, Reach —] Browning Ultra Power [Heavy Pistol, Acc 5(6), DV 8P, AP -1, SA, RC —, 10 (c), w/ laser sight, spare clip (regular)] Colt Cobra TZ-120 [SMG, Acc 4(5), DV 7P, AP —, SA/BF/FA, RC 2(3), 32(c), w/ laser sight, spare clip (regular)]							



SECURITY/MERCENARY/MILITIA ARCANE SPECIALIST

(PROFESSIONAL RATING 3, HUMAN)

	B	A	R	S	W	L	I	C	ESS	M
	3	2	4	2	4	4	3	4	6	5
Initiative	7(9) + 1D6(2D6)									
Condition Monitor	10									
Limits	Physical 4, Mental 5, Social 6									
Armor	12(14)									
Active Skills	Arcana 1, Assensing 4, Athletics skill group 2, Close Combat skill group 2, Con 1, Firearms skill group 2, First Aid 2, Heavy Weapons 1, Leadership 2, Outdoors skill group 1, Perception 4, Pilot Ground Craft 1, Sneaking 3, Sorcery skill group 4, Summoning skill group 3, Throwing Weapons 2									
Qualities	Focused Concentration 2 (Increased Reflexes, 2 hits)									
Gear	Armor jacket (12), commlink (Device Rating 3), ear buds [Rating 1, w/ audio link], micro-transceiver, stimulant patch (Rating 6), reagents (40 drams), sustaining focus (Force 2, Manipulation; Armor 2), trauma patch									
Spells	Armor, Detect Magic, Detect Guns, Heal, Increased Reflexes, Light, Lightning Ball, Lightning Bolt, Mass Confusion, Stunball, Stunbolt									
Bound Spirits	Spirit of air (Force 4, 3 Services; Elemental Attack (electricity))									
Weapons	Combat Knife [Blades, Acc 6, DV 4P, AP -3, Reach —] Browning Ultra Power [Heavy Pistol, Acc 5(6), DV 8P, AP -1, SA, RC —, 10 (c), w/ laser sight, spare clip (regular)] Colt Cobra TZ-120 [SMG, Acc 4(5), DV 7P, AP —, SA/BF/FA, RC 2(3), 32(c), w/ laser sight, spare clip (regular)]									

SECURITY/MERCENARY/ MILITIA VETERAN

(PROFESSIONAL RATING 4, HUMAN)

After years on the job, security sites and battlefields around the world, these officers and soldiers are looked up to by those around them. They've got the skills, they've put in the efforts, and not only have they invested in themselves, but the outfit they work for has invested in them.

	B	A	R	S	W	L	I	C	ESS
	5(+3)	5(6)	5(6)	4(5)	5	3	5	4	1.31
Initiative	10(11) + 1D6(2D6)								
Condition Monitor	13								
Limits	Physical 6(7), Mental 6, Social 5								
Armor	16								
Active Skills	Athletics skill group 6, Close Combat skill group 7, Con 4, Demolitions 4, Firearms skill group 7, First Aid 5, Heavy Weapons 4, Intimidation 5, Leadership 3, Outdoors skill group 5, Perception 6, Pilot Ground Craft 4, Sneaking 5, Throwing Weapons 5								
Qualities	High Pain Tolerance (1), Quick Healer, Toughness, Tough As Nails 2								
Gear	Armor jacket [(12) non-conductivity 4, insulation 4, fire resistance 4], ballistic mask (+2, gas mask, micro-transceiver), commlink (Device Rating 6), stimulant patch (Rating 8), trauma patch (betaware except where noted) Aluminum bone lacing, Cyberears [Rating 2 (alphaware), w/ audio enhancement 2, sound link, select sound filter 4, damper], Cybereyes [Rating 3 (alphaware), w/ image link, flare compensation, low-light, smartlink, thermographic, vision enhancement 3], dermal plating (2) (alphaware), muscle toner (1), muscle augmentation (1), wired reflexes (1)								
Augmentations	Unarmed [Unarmed, Acc 7, DV 7P, AP —, Reach —] Combat Knife [Blades, Acc 6, DV 7P, AP -3, Reach —] Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, RC —, 16 (c), w/ personalized grip, smartgun system, 2 spare clips (explosive)] HK-227 [SMG, Acc 5(7), DV 7P, AP —, SA/BF/FA, RC 3(4), 28(c), w/ gas-vent (3), personalized grip, shock pad, smartgun system, 2 spare clips (explosive), spare clip (gel)] Colt M-23 [Assault Rifle, Acc 5(7), DV 9P, AP -2, SA/BF/FA, RC 3, 40(c), w/ gas-vent (2), personalized grip, shock pad, smartgun system, 2 spare clips (explosive), spare clip (gel)] Flash-bang [Grenade, Acc 7, DV 10S, AP -4, Blast 10m] Fragmentation [Grenade, Acc 7, DV 18P(f), AP +5, Blast -1/m] High explosive [Grenade, Acc 7, DV 16P, AP -2, Blast -2/m]								
Weapons									



**SECURITY/MERCENARY/MILITIA
ELECTRONICS VETERAN**

(PROFESSIONAL RATING 4, HUMAN)

	B	A	R	S	W	L	I	C	ESS
	4(+1)	4	5	3	4	5(6)	5(6)	4	2.5
Initiative	9 + 1D6(2D6)								
Condition Monitor	10								
Limits	Physical 5, Mental 7(8), Social 5								
Armor	13								
Active Skills	Athletics skill group 3, Automatics 4 (SMG +2), Close Combat skill group 3, Con 3, Cracking skill group 7, Electronics skill group 7, First Aid 3, Gunnery 7, Outdoors skill group 3, Palming 4, Perception 4, Pilot Aircraft 6, Pilot Ground Craft 6, Pistols 5, Sneaking 3, Throwing Weapons 4								
Augmentations	Boosted reflexes, cerebral booster (1), cerebellum booster (1), control rig (1), cyberears [Rating 1, w/ audio enhancement 1, sound link, damper], cybereyes [Rating 2, w/ image link, flare compensation, low-light, thermographic], datajack, plastic bone lacing								
Gear (Personal)	Armor jacket [(12) non-conductivity 6, insulation 6], commlink (Device Rating 6), micro-transceiver, stimulant patch (Rating 8), trauma patch								
Gear (Company)	Shiawase Cyber-5 cyberdeck [Device Rating 5, Atts 8 7 6 5, Programs 5; w/ programs (Armor, Biofeedback Filter, Decryption, Encryption, Signal Scrub) or Vulcan Liegelord RCC [Device Rating 5, DP 5, Firewall 6, Programs 5; w/ programs (Armor, Encryption, Guard, Shell, Signal Scrub)], S-B Microskimmer (clearsight 4, pilot 4), GM-Nissan Doberman (Pilot upgrade, programs: clearsight 4, Doberman Maneuvering 4, pilot 4, Targeting Assault Rifle 4), MCT-Nissan Rotodrone (programs: clearsight 4, pilot 4, Rotodrone Evasion 4, Targeting Assault Rifle 4)								
Weapons	Combat knife [Blades, Acc 6, DV 5P, AP -3, Reach —] Colt Manhunter A1 [Heavy Pistol, Acc 6(7), DV 8P, AP -1, SA, RC —, 16 (c), w/ holographic sight, personalized grip, 2 spare clips (Stick-n-Shock), throwback] Colt Cobra TZ-120 [SMG, Acc 5(6), DV 7P, AP —, SA/BF/FA, RC 2(3), 32(c), w/ laser sight, personalized grip, 2 spare clips (gel)] Flash-bang [Grenade, Acc 5, DV 10S, AP -4, Blast 10m]								

**SECURITY/MERCENARY/
MILITIA ARCANES VETERAN**

(PROFESSIONAL RATING 4, HUMAN)

	B	A	R	S	W	L	I	C	ESS	M
	4	3	4	2	5(7)	5	5	5	6	5(7)
Initiative	9(13) + 1D6(3D6)									
Condition Monitor	10									
Limits	Physical 4, Mental 7(8), Social 7(8)									
Armor	12(16)									
Active Skills	Arcana 3, Assensing 6, Athletics skill group 4, Close Combat skill group 4, Con 3, Firearms skill group 4, First Aid 3, Heavy Weapons 3, Leadership 4, Outdoors skill group 2, Perception 6, Pilot Ground Craft 1, Sneaking 4, Sorcery skill group 7, Summoning skill group 6, Throwing Weapons 3									
Qualities	Focused Concentration 2 (Increased Willpower, 2 hits), Initiate (Grade 1, Shielding)									
Gear	Armor jacket [(12) non-conductivity 6, insulation 6], commlink (Device Rating 5), ear buds [Rating 1, w/ audio link], micro-transceiver, power focus (Force 2), stimulant patch (Rating 6), trauma patch, reagents (50 drams), sustaining focus (Force 4, Manipulation; Armor 4), sustaining focus (Force 4, Health; Increased Reflexes, 4 hits)									
Spells	Armor, Cure Disease, Death Touch, Deflection, Detect Guns, Detect Magic, Electricity Grenade, Heal, Increase Reflexes, Increase Willpower, Light, Lightning Ball, Lightning Bolt, Mass Confusion, Oxygenate, Physical Mask, Stabilize, Stunball, Stunbolt, Translate									
Bound Spirits	Spirit of air (Force 6, 2 Services; Elemental Attack (electricity), Fear), spirit of earth (Force 6, 3 Services; Concealment, Engulf)									
Weapons	Combat knife [Blades, Acc 6, DV 4P, AP -3, Reach —] Colt Manhunter [Heavy Pistol, Acc 6(7), DV 8P, AP -1, SA, RC —, 16 (c), w/ laser sight, personalized grip, 2 spare clips (EX-explosive)] Colt Cobra TZ-120 [SMG, Acc 5(6), DV 7P, AP —, SA/BF/FA, RC 2(3), 32(c), w/ laser sight, personalized grip, 2 spare clips (gel)] Flash-bang [Grenade, Acc 4, DV 10S, AP -4, Blast 10m]									



SECURITY/MERCENARY/ MILITIA ELITE

(PROFESSIONAL RATING 5, HUMAN)

There are only a few people in the industry who are skilled enough to be called elite. In nations and corps they get titles like Black Dagger, Wildcats, Delta Force, Red Samurai, and Black Talons, though they lack the funding of those big boys. They're the best around in skills, tech, training, and access to intel.

B	A	R	S	W	L	I	C	ESS
6(+4)	6(9)	5(7)	5(7)	6	3	6	4	0.11
Initiative	11(13) + 1D6(3D6)							
Condition Monitor	14							
Limits	Physical 7(9), Mental 6, Social 5							
Armor	24							
Active Skills	Athletics skill group 7, Automatics 9(10) (Assault Rifle, SMG +2), Close Combat skill group 9, Con 6, Demolitions 6, First Aid 7, Heavy Weapons 6, Intimidation 8, Leadership 4, Longarms 9, Outdoors skill group 6, Perception 7, Pilot Ground Craft 4, Pistols 9 (10) (Semi-auto +2), Sneaking 6, Throwing Weapons 7							
Qualities	High Pain Tolerance (1), Quick Healer, Toughness, Tough As Nails 3							
Gear	Armor jacket [(12) non-conductivity 4, insulation 4, fire resistance 4], ballistic mask (+2, gas mask, LRAD, micro-transceiver), commlink (Device Rating 6), Securetech PPP (arms +1, legs +1, vitals +1), stimulant patch (Rating 8), trauma patch							
Augmentations	Titanium bone lacing (betaware), cyberears [Rating 2 (alphaware), w/ audio enhancement 3, sound link, select sound filter 4, damper], cybereyes [Rating 4 (alphaware), w/ image link, flare compensation, low-light, smartlink, targeting laser (infrared), thermographic, vision enhancement 3], damage compensators 4 (alphaware), dermal plating 4 (betaware), muscle toner 3, muscle augmentation 2, reflex recorder (automatics) (alphaware), reflex recorder (pistols) (alphaware), reflex recorder (sneaking) (alphaware), sleep regulator, synaptic booster 2 (alphaware)							
Weapons	Unarmed [Unarmed, Acc 9, DV 10P, AP —, Reach —] Combat Knife [Blades, Acc 6, DV 9P, AP —3, Reach —] Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP —1, SA, RC —, 16 (c), w/ personalized grip, smartgun system, 2 spare clips (EX-explosive)] HK-227 [SMG, Acc 5(7), DV 7P, AP —, SA/BF/FA, RC 3(4), 28(c), w/ gas-vent (3), personalized grip, shock pad, smartgun system, 2 spare clips (EX-explosive), spare clip (gel)] Colt M-23 [Assault Rifle, Acc 5(7), DV 9P, AP —2, SA/BF/FA, RC 5, 80(c), w/ gas-vent 3, extended clip 2, foregrip, personalized grip, shock pad, smartgun system, 2 spare clips (EX-explosive), spare clip (gel)] Flash-bang [Grenade, Acc 9, DV 10S, AP —4, Blast 10m] Fragmentation [Grenade, Acc 9, DV 18P(f), AP +5, Blast —1/m] High explosive [Grenade, Acc 9, DV 16P, AP —2, Blast —2/m]							

SECURITY/MERCENARY/ MILITIA ELECTRONICS ELITE

(PROFESSIONAL RATING 5, HUMAN)

B	A	R	S	W	L	I	C	ESS
4(+2)	4	6	3	5	5(8)	6(8)	4	0.92
Initiative	12(14) + 1D6(2D6)							
Condition Monitor	10							
Limits	Physical 6, Mental 7(10), Social 5							
Armor	14							
Active Skills	Athletics skill group 4, Automatics 5 (SMG +2), Close Combat skill group 5, Con 5, Cracking skill group 9, Electronics skill group 9, First Aid 4, Gunnery 9, Outdoors skill group 5, Palming 6, Perception 6, Pilot Aircraft 7, Pilot Ground Craft 7, Pistols 5, Sneaking 4, Throwing Weapons 6							
Augmentations	Aluminum bone lacing (betaware), boosted reflexes (betaware), cerebral booster (3) (alphaware), cerebellum booster 2, control rig 2, cyberears [Rating 1, w/ audio enhancement 1, select sound filter 2, sound link, damper], cybereyes [Rating 2, w/ image link, flare compensation, low-light, thermographic, vision enhancement 3], datajack							
Gear (Personal)	Armor jacket [(12) non-conductivity 6, insulation 6], ballistic mask (+2, gas mask, micro-transceiver, spatial recognizer, vision magnification), commlink (Device Rating 6), Securetech PPP (arms +1, legs +1, vitals +1), stimulant patch (Rating 8), trauma patch							
Gear (Company)	Transys Graygul cyberdeck [Device Rating 6, Atts 8 8 7 6, Programs 8; w/ programs (Armor, Biofeedback Filter, Crash, Decryption, Encryption, Fork, Lockdown, Signal Scrub)] or MCT Drone Web RCC [Device Rating 6, DP 7, Firewall 6, Programs 3; w/ programs (Armor, Clearsight 6, Encryption, Guard, Shell, Signal Scrub)], Cyberspace Designs Dragonfly (programs: pilot 5, dragonfly maneuvering 5, dragonfly evasion 5, targetting dragonfly bite 2), S-B Microskimmer (clearsight 4, pilot 4, microskimmer evasion 4, microskimmer maneuvering 4), Steel Lynx Combat Drone (programs: clearsight 5, pilot 5, Steel Lynx Maneuvering 5, Targeting Assault Rifle 5), MCT Fly-Spy (programs: pilot 5, clearsight 5, maneuvering fly-spy 5, evasion fly-spy 5), MCT-Nissan Rotodrone (Armor upgrade (8), programs: clearsight 5, pilot 5, Rotodrone Evasion 5, Targeting Assault Rifle 5)							
Weapons	Combat knife [Blades, Acc 6, DV 5P, AP —3, Reach —] Colt Manhunter A1 [Heavy Pistol, Acc 6(7), DV 8P, AP —1, SA, RC —, 16 (c), w/ holographic sight, personalized grip, 2 spare clips (Stick-n-Shock), throwback] Colt Cobra TZ-120 [SMG, Acc 5(6), DV 7P, AP —, SA/BF/FA, RC 2(3), 32(c), w/ laser sight, personalized grip, 2 spare clips (gel)] Flash-bang [Grenade, Acc 6, DV 10S, AP —4, Blast 10m]							

SECURITY/MERCENARY/ MILITIA ARCANE ELITE

(PROFESSIONAL RATING 5, HUMAN)

	B	A	R	S	W	L	I	C	ESS	M
	5	4	6(8)	2	6(8)	6(8)	5	6	6	8(12)
Initiative	11(21) + 1D6(5D6)									
Condition Monitor	11									
Limits	Physical 5(6), Mental 8(10), Social 9									
Armor	17(21)									
Active Skills	Arcana 6, Assensing 8, Astral Combat 6, Athletics skill group 5, Close Combat skill group 5, Con 5, Firearms skill group 6, First Aid 4, Heavy Weapons 5, Leadership 6, Outdoors skill group 3, Perception 8, Pilot Ground Craft 1, Sneaking 6, Sorcery skill group 9, Summoning skill group 8, Throwing Weapons 4									
Qualities	Focused Concentration 6 (Increased Willpower, 2 hits; Increased Reaction, 2 hits; Increased Logic, 2 hit), Initiate (Grade 2, Absorption, Shielding)									
Gear	Armor jacket [(12) non-conductivity 6, insulation 6], ballistic mask [+2; flare compensation, gas mask, image link, low-light vision, micro-transceiver, vision enhancement 2], commlink (Device Rating 5), ear buds [Rating 1. w/ audio link], power focus (Force 4), reagents (150 drams), Securetech PPP (arms +1, legs +1, vitals +1), stimulant patch (Rating 6), sustaining focus (Force 4, Manipulation; Armor 4), sustaining focus (Force 8, Health; Increased Reflexes 8 hits), trauma patch									
Spells	Armor, Awaken, Blast, Catfall, Chaotic World, Clout, Combat Sense, Confusion, Cure Disease, Death Replay, Death Touch, Deflection, Demolish Guns, Detect Guns, Detect Guns (extended), Detect Magic, Detect Magic (extended), Detox, Fling, Electricity Grenade, Heal, Improved Invisibility, Increase Reflexes, Increase Willpower, Knockout, Light, Lightning Ball, Lightning Bolt, Mana Static, Mass Confusion, Oxygenate, Physical Mask, Punch, Ram Door, Shadow, Stabilize, Sterilize, Stunball, Stunbolt, Translate									
Bound Spirits	Spirit of air (Force 8, 2 Services; Elemental Attack (electricity), Fear), spirit of earth (Force 8, 3 Services; Concealment, Engulf), spirit of fire (Force 6, 3 Services; Noxious Breath, Search), spirit of man (Force 8, 3 Services; Movement, Psychokinesis), spirit of man (Force 6, 3 Services; Fear, Movement), spirit of water (Force 6, 3 Services; Binding, Weather Control)									
Weapons	Combat knife [Blades, Acc 6, DV 4P, AP -3, Reach —] Colt Manhunter [Heavy Pistol, Acc 6(7), DV 8P, AP -1, SA, RC —, 16 (c), w/ laser sight, personalized grip, 2 spare clips (EX-explosive)] Colt Cobra TZ-120 [SMG, Acc 5(6), DV 7P, AP -, SA/BF/FA, RC 2(3), 32(c), w/ laser sight, personalized grip, 2 spare clips (gel)] Flash-Bang [Grenade, Acc 6, DV 10S, AP -4, Blast 10m] Fragmentation [Grenade, Acc 6, DV 18P(f), AP +5, Blast -1/m]									

LIFE MODULES

FORMATIVE YEARS

MERC KID

Momma was a merc, daddy was a merc, and you've grown up in the merc life. One parent or the other was always in the field, and the other was always

struggling to fit into the regular world. Half the time they left you with civilian relatives, and you found all sorts of trouble to get into and out of.

Attributes: Body +1, Charisma +1

Qualities: Poor Self Control: Attention Seeking (-5), Common Sense (3)

Skills: Sneaking +1, Con +1, Palming +1, Running +1, Negotiation +1, Swimming +1, Unarmed Combat +1, Knowledge (Mercenary Units) +2

DOCK RAT

Some squat kids think downtown is the place to be, but you know there's no better spot to grow up streetwise than dockside. You know how to keep out of sight, find the right spot to catch a glimpse of who's shipping what, with who, and to where. The dock security may chase you off but that just means you need to find another way in, or wait for whatever local guard you've managed to sucker with your quirky attitude.

Attributes: Strength +1, Willpower +1

Qualities: Phobia: Mild, Common (crowds) (-8), Barrens Rat (5)

Skills: Swimming +2, Con +1, Survival +1, Palming +1, Running +1, Gymnastics +1, Knowledge (Shipping Corps) +2

TEEN YEARS

MERC TEEN

With the merc life in your blood, and you finally old enough to properly hold a rifle, both mom and dad have been teaching you how to follow in their footsteps. Problem is, parenting isn't all just about discipline and shooting guns, so the norms of social interaction might have been lost on you.

Attributes: Reaction +1, Intuition +1

Qualities: Antipathy (-8)

Skills: Close Combat skill group +1, Firearms skill group +1, Sneaking +1, Athletics skill group +, Con +1, Demolitions +1, Knowledge (Merc Corps) +2, Knowledge (Geography) +2

BOAT BRAT

"What? You don't own a boat?" That's a common phrase from your mouth because you grew up in a world where everyone had a boat. Maybe it was a powerboat, maybe your family sailed, but you've learned your way around the water, and around a boat itself. They made you crew, and after a while you picked up a few things.

Attributes: Logic +1, Charisma +1



Qualities: Born Rich (5)

Skills: Nautical Mechanic +2, Diving +2, Swimming +2, Pilot Watercraft +2, Navigation +3, Knowledge: (Specific Location near lake, river, or ocean) +4

REAL LIFE

LOST AT SEA

That three-hour tour turned out to be a bit longer. After getting caught in a squall, marooned by pirates, or just wrecking your boat because you suck at sailing, you were stuck out at sea or on a deserted island for an extended period. You learned how to live alone, survive off what you had, fend off the worst that Mother Nature could throw at you, and push your will to the limit to believe one day, you'd be back in civilization.

Attributes: Body +1, Agility +1, Willpower +1, Intuition +1

Qualities: Daredevil (6), Perceptive (5), Sense of Direction (3), Water Sprite (6), Hung Out to Dry (-8)

Skills: Diving +4, First Aid +2, Nautical Mechanic +1, Navigation +3, Pilot Watercraft +2, Swimming +4, Survival +4, Throwing Weapons +3, Knowledge (Local Nature) +3

ENVIRONMENTAL COMBAT SPECIALIST (BY TYPE)

Sometimes you wonder why. Why did I spend all that time training to fight in the (insert environment here)? Yeah, sure, there were those couple of skirmishes where it paid off to know the local terrain style, but now that the shadows have pulled you in, who cares if you can survive in the Arctic? Oh, wait, the Arctic ain't much different than Chicago in winter, and there are always jobs there. And then you've got Spinrad and Saeder-Krupp getting pissy over the Middle East, sand for miles on most days. People are always looking for a specialist and when they really need you, they'll pay for that knowledge you've got and they don't, or they'll pay the piper.

Attributes: Body +1, Reaction +1, Willpower +1, Intuition +1

Qualities: High Pain Tolerance (14), Outdoorsman (3), Will to Live (3)

Skills: Athletics skill group +2, First Aid +2, Navigation +2, Navigation Specialization, Survival +3, Survival Specialization, Knowledge: Geography (Area) +2

TOUR OF DUTY (DESERT WARS)

While the trid shows the highlight reel, you know what a tour in the Desert Wars is like. Prep, plan, prep, train, prep, gather intel, prep, plan more, prep, train more. When the battle finally comes, the only thing that matters is the show you put on for the cameras. It's just the reality of the battlefield. You know how to make it look good for the cameras and how to avoid them seeing the dirty tricks you may have picked up along the way.

Attributes: Body +1, Reaction +1, Willpower +1, Charisma +1

Qualities: Adrenaline Surge (12), Battle-hardened (6), Thousand Yard Stare (-3)

Skills: Blades +1, Con +1, Etiquette (Corporate) +1, Firearms skill group +2, First Aid +1, Heavy Weapons +2, Navigation +1, Performance +3, Pilot Ground Craft +1, Professional Knowledge: Megacorporate Military +3, Running +1, Swimming +1, Throwing Weapons +2

IN THE THICK

You know plenty of guys who've been in a fight or a battle, but you've spent your time looking for (or getting stuck with) the roughest spots on the field. You've been there and done that a thousand times, always from the middle of the thickest fighting. This is beyond a tour of duty, this is a time where you lost days and weeks to the fights and the waiting, but none of it patient or calm. You slept in snippets, you ate on the bounce, and you never took your head off the swivel.

Attributes: Body +1, Reaction +1, Willpower +1, Intuition +1

Qualities: Battle-hardened (2), Tough As Nails: Physical (5), Impassive (-7), Social Stress (-8)

Skills: Athletics skill group +1, Close Combat skill group +1, Firearms skill group +3, First Aid +2, Heavy Weapons +2, Intimidation +2, Throwing Weapons +3

GONE AWOL

Life in the trenches was tough. You thought it would be easier to duck your contract and slip into anonymity. It wasn't, and you took a job paying certified cred or cash working as a mechanic. But even with such a low-key job, you had to hone a different set of skills and build a network of connections, because life under the radar ain't easy. Now they've swapped your SIN over to the criminal side and have electronic feelers out for you everywhere you go.

Attributes: Reaction +1, Willpower +1, Charisma +1



Qualities: Battle-Hardened (4), Criminal SIN (-10), Paranoia (-7), Wanted (-10)

Skills: Acting skill group +3, Automotive Mechanic +3, Clubs +2, Computer +2, Locksmith +2, Pilot Ground Craft +3, Pistols +2, Running +2, Stealth skill group +3

GONE NATIVE

All the death and destruction slowly wore away at you until you realized that you couldn't bear the burden of your rifle any longer. Whether you left at the end of your contract or just let them slap an MIA on your file, you stepped away from the gunner's life and settled into the nice quiet life of the locals. It wasn't an easy life, but it was a life where you killed to eat, not to fill the pockets of some corporate executive in an office half a world away.

Attributes: Body +1, Agility +1, Intuition +1, Charisma +1

Qualities: Pacifist (-10), Prejudice (Non-natives, Biased) (-5)

Skills: Athletic skill group +3, Outdoors skill group +3, Throwing Weapons +4, Local Native Language +3, Knowledge (Local Nature) +4

LOST IN THE WILDS

It's all fun and games until you get dumped, trapped, or, for ghost knows why, selected to be stranded in some particular environment. Maybe you were with your merc squad and got separated when they pulled out. Maybe you were in a plane that crashed. Maybe you just like seeing how terrible life could be and decided a visit to some Earth-bound wildland was necessary. No matter the reason, you have spent an extended period of time stranded or operating in a harsh environment.

Attributes: Body +1, Strength +1, Willpower +1, Intuition +1

Qualities: Outdoorsman (3), Uncouth (-14)

Skills: Athletics skill group +1, Blades +1, Outdoors skill group +4, Sneaking +2, Throwing Weapons +1

QUALITIES

POSITIVE

BATTLE HARDENED

(COST: 2, 4, OR 6 KARMA)

You've been through and survived more combat and/or weird stuff than anyone has the right to.

Because of this, the fear of battle doesn't affect you as much anymore. Gain +1 to all Composure tests while engaged in a hostile situation. This quality can be taken up to three times, increasing the modifier by 1 each time. This quality does not offer any benefit versus spells or critter powers.

NEGATIVE

THOUSAND-YARD STARE

(BONUS: 3, 6, OR 9 KARMA)

You've seen more than your fair share of combat and the horrors of war. All your experiences have left you a little numb to the societal niceties of others, not to mention those who talk a good game but have never experienced hell on the battlefield. You suffer a -1 dice pool modifier to all social interactions with non-combat personnel. This quality can be taken up to three times, reducing the penalty by 1 each time, for a total dice pool modifier of -3.

NO MAN LEFT BEHIND

(BONUS: 7 KARMA)

You can't leave a fallen comrade behind to be taken by the enemy. Whether they are dead or just knocked out, you won't leave them to the wolves. Any time a team member falls (even one you don't particularly like), make a Composure (4) Test. Success means you've overcome this urge to save your fallen comrade (though you can still do so if you choose); failure means you need to do everything within your power, up to and including self-sacrifice, to get your companion out of the hot zone and to safety.

EVERY MAN FOR HIMSELF

(BONUS: 5 KARMA)

There's nothing in the world worth more than your own hide. You are the reason for the old saying, "You don't have to outrun the bear, just your slowest friend." You won't go back to help a fallen or injured companion without a really good reason while the drek is still hitting the fan. If a team member is injured or falls (even one you really like), make a Composure (4) Test. Success means you can actually act with a little altruism today and help them if needed. Failure means you will offer no help whatsoever and will only look after your own interest. They can get themselves out of trouble.



LETHAL ARTS

NEW TECHNIQUES AND OPTIONS

TACTICS AND MANEUVERS

MIXING UNITS TOGETHER: RUNNERS AND MILITARY

Most runner teams don't get involved with the military or a war zone—until they do. The ongoing skirmishes between Aztlan and Amazonia, the Dragon Civil War that laid waste to GeMiTo, and hotspots that continue to crop up worldwide are all examples of times that shadowrunners have gotten involved in major military conflicts. Also, it's not uncommon for many runners to have come from a military and/or mercenary background. Besides, runners go where biz is, and war continues to be good for business. This means that shadowrunners often have to work with—or in some cases for—the bigwigs of the world.

So what does this mean for the average shadowrunner?

AND KNOWING IS ...

If one finds oneself working in a major conflict or for a military/paramilitary force, it's a fragging good idea to have some understanding of how they operate so that one doesn't end up with a terminal case of dead. Nothing like blundering into a wave of panzers as they execute a flanking maneuver and getting caught in a nasty cross-fire, or finding oneself accidentally on the wrong side of an artillery barrage. Additionally, like in any run or battle situation, knowledge is power. Knowing how your potential enemy may react or how to recognize potential dangers is worth a troll's weight in gold—it's like having your enemy's playbook before the start of the big game. You can learn what your opponent's strengths

are, what their weaknesses are, and if you're savvy enough, how to neutralize the former and exploit the latter. Of course, there are no guarantees in battle but every little advantage helps stack the odds in one's favor for living to spend that hard-earned payday. Or, at the very least, it increases one's chances of walking away with their body parts in their proper places.

And knowing something about how militaries operate in the field comes with a number of potential benefits that a runner may exploit.

IT'S JUST BIZ

First of all, knowing the ins and outs of military operations makes one that much more marketable for a wider range of potential jobs. While runners are rarely called upon to serve on the front lines—though that has happened—it's not uncommon for runners to be hired as supplemental or auxiliary forces for a standing military or mercenary force during extreme circumstances. Working for merc units rather than standing armies is more common, though.

Sometimes, even on a battlefield, someone needs something done that the commanders need a level of deniability for. The larger scale of full-out combat also leaves a lot of shadows that normal military or paramilitary forces simply can't, or aren't, equipped to deal with. During most armed conflicts, military and mercenary forces still have to abide by several layers of rules, regulations, and the common soldier's most favorite thing on the battlefield: the rules of engagement. Violating any of these can get a trooper or unit commander in a lot of hot water, sometimes all the way up to war-crime-level drek. Shadowrunners, with their total deniability and their ability to act outside the system, suddenly become very useful tools, and perhaps even a force multiplier in some circumstances.





BENEFITS OF NEW FRIENDS

Another benefit is the potential for increased rep and potential contacts. Military types tend to be rather clique-ish, almost clannish to a degree. They are (for the most part) trained to act in certain ways, to respond to their commander's orders without question. This enhances battlefield coordination. Those who train like this together, and especially those who have survived actual combat together, tend to be very tight-knit. Outsiders, even among other military professionals, are often viewed with initial suspicion. Unless someone has proven themselves, usually in battle, it's common for military types to brush off outsiders, especially ones they feel aren't worth it or are considered wannabes in their eyes.

Knowing something about how military tactics work can go a long way toward breaking that ice. As is the case with any other situation or group, knowing the right way to speak, possessing familiarity with the lingo, and having the proper overall attitude are often crucial when trying to make friends with military personnel. They usually don't have time for any bulldrek, so you'd better be able to prove your usefulness really fragging fast. No one wants to stick their neck out for a worthless piece of meat.

But once one proves to be useful, then mercs and soldiers can become sources of all sorts of fun. Need some data on some local hellhole? Talk to some grunts who've been in-country for a while. They tend to pick up on all the local happenings. Need to know how a specific weapon or weapon system really works? Military types have no problem telling the good (and bad) about a particular piece of equipment, especially when out of earshot of their CO. As a general rule, soldiers love to complain. However, by far the most beneficial aspect of being in the good graces of a

MIXED UNIT TACTICS KNOWLEDGE SKILL

The **Mixed Unit Tactics** skill governs the understanding, utilization, and coordination of maneuvers and methods as they relate to the commanding:

- Multiple units consisting of a single type of combat asset as they execute coordinated combat maneuvers on the battlefield. Examples of specific single-type units include but are not limited to aircraft, artillery, infantry, and mechanized vehicles.
- Multiple units consisting of different types of combat assets as they execute coordinated combat maneuvers on the battlefield.

It specifically covers the concepts and principles of utilizing the specific strengths and minimizing inherent weaknesses of all units participating while engaging enemy forces. It is also used to determine the possible benefits, negative consequences, and potential obstacles of a particular maneuver before enacting it. This skill can also be used to recognize any tactics and/or maneuvers used by an opposing force.

And like the Small Unit Tactics skill, this skill can also be used as a typical knowledge skill by players for understanding and for general information about the subject.

- **Default:** Yes (Intuition)
- **Prerequisites:** At least one rank in Small Unit Tactics knowledge and Leadership active skill
- **Skill Group:** None
- **Specializations:** (By single unit type) Aerial/Aircraft, Armored Infantry, Artillery, Naval, Mechanized Infantry, Standard Infantry





soldier or merc is the potential of having fragging professional soldiers and mercs at your back, perhaps when you need them the most.

THE IMPORTANCE OF COMMAND AND CONTROL

When it comes to performing any kind of combat maneuver, the most important deciding factor in how well it will go is who's going to lead the execution of said maneuver. For small-unit tactics, this is relatively easy given the relatively small numbers and the fact that the unit leader is typically already in the middle of the action and able to observe the situation in its entirety, or as much as they can given whatever battlefield conditions may be present. And hopefully, they've correctly evaluated the overall tactical situation. Because of their overall evaluation, said leader or commander has decided that the best way to deal with the situation is to enact a specific maneuver with his unit or team. After issuing a few quick orders, the team should be ready to execute the maneuver on the commander's order.

For the commander performing a Mixed-Unit Tactics maneuver, the process is a bit more complicated and requires a good Command and Control (CnC) system to make it feasible, let alone successful. Unlike the commander of a small unit, the commander of a larger force must coordinate multiple units in the heat of combat or just before combat is initiated. For the maneuver or the battle as a whole to be successful, the commander must have the ability to employ the required skills for the maneuver's execution, and the situation will usually require several things to ensure that the maneuver can be completed successfully beyond the standard skill check.

First, the commander in charge of executing the maneuver will need to be in contact with and keep track of troop locations and their status. Typically, there should be a chain of command where the overall operational commander gives their orders to subordinates, who in turn relay the orders down to the lowest command levels. This can be taken care of through normal communication systems such as commlinks, transceivers, AROs, or all of the above linked through a tactical network or networks. With Mixed-Unit Tactics necessitating the

coordination of multiple units acting in concert, the ability to effectively communicate with the various units involved is essential. Unfortunately for commanders, this is a link that is vulnerable to and exploitable by enemy hackers or electronic warfare specialists.

Second, the commander must be able to properly examine and evaluate as much of the battlefield as they can, to the best of their abilities. This means not only knowing as much about the enemy and objective as possible, but also knowing where each of their own assets/units are. In a large-scale battle situation, the commander and their CnC elements are often at some remote location or command post, backed up by staff or at least an individual whose purpose is to relay vital battlefield intelligence. This gives a commander the ability not only to examine the situation and determine the next course of action, but also to adapt and respond to dynamic and fluid situations. It also allows the commander to adequately maneuver (the concept of normally moving assets, not to be confused with executing a specific type of combat maneuver) their forces as needed. This can be accomplished in many different ways, such as recon drones, situational reports sent by troops on the ground, Awakened troops astrally traveling, and monitoring possible enemy activity via the Matrix. Again, this makes Matrix and electronic warfare vital to a modern battlefield.

Third, good command and control are necessary in combat maneuvers for those times when things go wrong. And they will. More often than not, the enemy is trying just as hard not to be killed and to destroy their enemies or achieve their own objectives. And as the old saying goes, “no plan survives contact with the enemy.” The maneuver may be accomplished, but the attack or action may fail, giving the enemy a chance to counter-attack. What then? As part of the consideration of executing a specific combat maneuver, a commander should also have a contingency plan in place should things go straight down the drekker. A commander should have already thought of avenues of escape and egress and a possible rally point for forces to link back up and perhaps engage in a counter-counterattack. For the players, all this will usually boil down to the simple question of: How do we get out of this mess?

LET'S NOT MAKE THIS TOO COMPLICATED ...

In a real combat situation, the overall commanding officer may not be the one actually coordinating the maneuvers themselves. It's common practice for a CO to determine an overall battle plan and then give subordinates the authority to carry out those orders as they see fit on the CO's behalf. But this would be more for game fluff and atmosphere. Unless it's part of the actual plot or game play, the gamemaster should abstract this concept for flow of play and simplicity. The gamemaster and/or the players should already know who is going to be the one calling the shots. Don't let too many details get in the way of gameplay.

HOW TO USE MIXED-UNIT TACTICS

Like other combat maneuvers, Mixed-Unit Tactics maneuvers are based on the teamwork test listed on p. 49, SR5. The main differences between Small-Unit Tactics and Mixed-Unit Tactics are the number and type of units involved. Small-Unit Tactics often refers to a small group of approximately ten to twelve individuals or whatever is considered a *single team*. However, at the gamemaster's discretion, that number can be increased or decreased depending on the makeup of players on the team in question or the particular situation.

Mixed-Unit Tactics is the skill governing the coordination of multiple teams and/or different unit types that are attempting to execute a specific combat maneuver together. Each unit can consist of a single type, such as two infantry teams or two aircraft. Or it can consist of multiple different unit types, such as (but not limited to) an infantry team and a mechanized unit, aircraft flight, or artillery position.

EXECUTING MIXED-UNIT MANEUVERS

Before the desired maneuver is attempted, the team or group or participating units attempting the maneuver must designate a leader to order and/or coordinate the maneuver. This means that



the leader will be the primary dice roller, with the rest of the team contributing. Should the desired threshold of the specific maneuver be met, those who participated in the maneuver receive the bonuses outlined in the maneuver's description.

To receive the bonuses for a Mixed-Unit Tactics maneuver, a team or number of participating units cannot simply declare their intended action and then apply the bonuses. All listed combat maneuvers require a team or participating units to make a Combat Maneuver test to successfully perform the particular maneuver and gain the bonuses.

All maneuvers are considered optional rules and are allowed only at the gamemaster's discretion.

To perform the test, the designated leader—or in this case a commander—needs to have the Mixed-Unit Tactics skill. Because there are multiple teams and/or units involved, the term *leader* for a Mixed Unit Tactics test refers to the leader of a single unit or team. The term *commander* refers to the one actually coordinating and or leading the maneuver. The commander rolls a Mixed-Unit Tactics + Intuition [Mental] Test, adding any additional dice and increasing their mental limit as they would during a regular teamwork test from *the leaders of other participating units, not members of their own team*. The gamemaster can either roll for the participating unit/team leaders or designate a dice pool and limit to represent the other team leaders and have the other players act as proxies and make the roll.

The team leaders who also have the Mixed-Unit Tactics skill will then also make a skill check and apply their net hits to the commander's dice pool. Those without the skill can roll with the normal penalties. Also, a commander may use their Leadership skill to direct one team leader per maneuver as described on p. 141–142, *SR5*. Ordering or coordinating a mixed combat maneuver before the combat round begins, such as in an ambush, is considered a Free Action. Once combat has begun, treat as a complex action. Because mixed-unit combat occurs on such a large scale with multiple participants, on potentially multiple fronts, the gamemaster has discretion on whether combat has actually begun and if the ordering and coordinating is a Free or Complex Action. As always, normal limits apply.

Note: During the coordination phase, if applicable to the situation in order to get into position, individual units and or teams may also perform their own Small-Unit Tactics rolls per rules defined on p. 99, *Run and Gun*. Any bonuses or penalties re-

sulting from these maneuvers are cumulative with subsequent bonuses from Mixed-Unit Tactics tests.

Each maneuver will have a threshold required for successful completion. All bonuses are then granted immediately. All team members/units performing a mixed-unit combat maneuver must hold action in order to act at the same time during an initiative pass. If the maneuver test fails, then each unit or team involved in the maneuver is considered “out of position” and infers a negative defensive penalty equal to the bonus normally granted.

If a team leader rolls a glitch but the maneuver still succeeds, only that team or unit is considered out of position and incurs the penalty. A critical glitch by any team automatically causes the maneuver to fail in addition to the normal penalties. A glitch by the commander is subject to the gamemaster's discretion per normal rules.

Mixed-unit maneuvers can be countered in several ways. The first is when the opposition takes out key elements of the maneuver before it can be completed. With its complex nature and number of participants, examples of this include, but are not limited to: jamming communications so they cannot receive any orders, using various hacking techniques to send false orders or information, and eliminating specific units outright.

Another option is to counter-maneuver by making an Opposed Mixed-Unit Tactics Test to identify the maneuver and then move to counter or avoid it entirely if possible. This includes taking actions such as a tactical withdrawal or repositioning under some kind of stealth means.

There is also the option of engaging in a stand-up fight with your adversaries and initiating a counter-maneuver. This action requires an Opposed Mixed-Unit Tactics + Intuition [Mental] Test. Not only must the roll meet the necessary threshold, but the commander with the most net hits is considered to have completed their maneuver first. The winner gets the maneuver bonuses and the loser gets the penalties associated with a maneuver failure.

USING SMALL- AND MIXED-UNIT TACTICS TOGETHER

Combat on any scale is never just one single action, movement, or maneuver. Combat in the



COMBAT MANEUVER STEPS: MIXED-UNIT TACTICS

Once the team leader/commander has all the necessary assets in place, they will need to take the following steps to enact the specific maneuver.

- 1) Designate the leader or commander for the test.
- 2) All appropriate units and/or team members get into position. Those smaller units that elect to perform a Small-Unit Tactics + Intuition [Mental] test (when applicable) may do so at this point as part of their movement to get into position. If units are already in position, proceed to next step.
- 3) Team or unit leaders roll; normal teamwork rules apply.

- 4) Leader rolls a Mixed-Unit Tactics + Intuition [Mental] test.
- 5) Tally hits and compare with threshold number required to complete maneuver.
- 6) Apply bonuses if maneuver successfully completed or apply necessary penalties if maneuver failed. Any bonuses from previously successful maneuvers are cumulative with subsequent maneuvers if they are performed within a reasonable amount of time of each other, at gamemaster's discretion.

Note: Any applicable bonuses gained through a PI-Tac network are also applied to the Small-Unit and Mixed-Unit tests.

modern Sixth World has many layers and components of smaller groups, individual units, and elements that together can combine into a single unified force. The goal of any force is to get all of these units, teams, etc. working together on a multitude of interlinked or separate tasks to accomplish an overall tactical or strategic objective. And even then that one objective may only be a smaller part of a larger operation or campaign.

The idea behind combat maneuvers is not to account for every move, decision, or action a commander or team leader may take during a particular engagement. That would likely require a level of complexity not really conducive for a streamlined gaming experience. However, if that is what the players want and the gamemaster is willing to provide, then so be it!

Mixed-unit maneuvers—and small-unit tactics to a degree—are meant to act as proxies for all the small details and actions required during large-scale engagements to streamline combat as well as offer a bonus (and incentive) to players for working together.

Look at the relationship between Small-Unit and Mixed-Unit Tactics as blocks that fit together to form a larger whole. When it comes to large-scale battles and engagements, a fighting force typically has multiple units and teams working in concert. Small-Unit Tactics govern some of the ways that individual units and teams execute their own specific objectives. What happens to these individual units and teams will affect their combat efficiency and ability to participate in subsequent mixed-unit maneuvers. Conversely, if the overall

commander doesn't have the necessary assets to pull off the desired mixed-units maneuver, they may be forced to reconsider their next action, and in some cases revise their entire battle plan.

CONSIDERATIONS FOR ENACTING OR EXECUTING A COMBAT MANEUVER

Combat has always been and will continue to be a very fluid and dynamic situation. Even the smallest factors or failures can eventually lead to massive problems for a military force commander. In strict game terms, many of the combat maneuvers boil down to a small series of dice rolls. But a gamemaster may wish to bring other factors into the situation to make it more challenging for their players, to make them take other considerations into account when deciding whether or not to execute a combat maneuver of any type. Should this be the case, below are some of the factors a player should consider when deciding whether or not to enact a combat maneuver, or which specific maneuver is to be attempted.

First thing to consider: what is the overall chance of success? This takes in a wide variety of issues and factors players should consider. Is the maneuver you wish to attempt reasonably within the ability of the leader or commander to accomplish, even with help? And do the rest of his team or other unit leaders have the necessary skills in the first place? If the leader or commander has a low score in either Small-Unit or Mixed-Unit Tactics, is it enough to get the job done under normal



circumstances? Using Edge is always an option, but would it be worth using in this situation?

Second, does the team or military force have sufficient assets to reasonably eliminate the target? Being able to pull off the maneuver is one thing, but enacting an offensive maneuver with insufficient assets and/or firepower to finish the job could backfire drastically. This is not to say that every maneuver will result in a guaranteed success or that a unit/force shouldn't take chances, because sometimes it's the bold moves that lead to victory. But there is something to be said about living to fight another day as well.

Also, is the team or unit healthy enough to deal with their target or objective? It is one thing to have a possible advantage, but it's another to throw already battered and bloody units into a fight they would have little chance of surviving. Unless it's a do-or-die situation, consider the possible repercussions. Still, who wants to live forever?

Next, one should consider the environment for the fight. Having the skills, gear, and guts to go after a target is one thing, but is Mother Nature going to hose you first chance she gets? There's nothing like a freak storm—both regular or ghost forbid sand—to mess with visibility or even Matrix signals. Or maybe that sheet of ice or field of mud is just waiting to mess with your approach. And it's not just Mother Nature. What if your enemy or objective has found some wicked natural cover or is using the local terrain as a natural choke-point? Assaulting under these conditions isn't brave—it's stupid.

And finally, simply ask: Is it worth it in this situation? Combat maneuvers offer some nice bonuses, but sometimes they can be too complicated or a hassle in a particular situation, especially in a unit or force that may not have the best skills or stats. Sometimes, one must get creative and find another way.

But if it's worth it—lock and load!

COMBAT MANEUVERS: MIXED-UNIT TACTICS

CIRCLE THE WAGONS

Hits required: 5

Description: A modern take on a classic de-

fensive measure used by wagons traveling through the old American frontier, Circle the Wagons is largely considered a desperation measure in modern combat tactics, but it's still used in certain situations. To employ this maneuver, there must be at least five vehicles and/or a mix of large ground drones. Medium drones can be employed if nothing else is available, but the heavier the armor, the better. The concept behind Circle the Wagons is that if a group is caught in an ambush or a situation where they cannot move (such as a disabled vehicle or protecting a fixed location) and have no other option, the group forms up around a central or designated location to form a larger defensive barrier around it. To get into the desired position, each vehicle or drone operator must also succeed on a Pilot Ground Craft + Reaction [Physical] Test based on the terrain and environmental modifiers (p. 201 and 175, SR5 respectively). Should any vehicles have gunners or gun ports, passengers can act as normal and return fire if they so choose. If the maneuver is successful, *anyone/thing outside the vehicles or operating from a vehicle hatch is considered to have good cover (+ 4 dice pool bonus to all defense tests from ranged weapons and cast spells). Additionally, all vehicles in the formation temporarily gain an additional 1 point of Body and 5 points of Armor for every vehicle in the formation.* These bonuses will continue until the formation is broken in some way. The most likely way for this to occur is when a vehicle or drone in the formation is destroyed. Also, the formation does not have to be an actual circle. Forming up around a large enough building or natural structure/terrain, such as a hill or mountain, is permissible but not always recommended. In these cases, the gamemaster should consider the Structure and Barrier ratings of such structures for defensive tests.

Benefits: See above description

DEFENSIVE FIRE

Hits required: 4/6 (see description below)

Description: Most often utilized by those in fixed positions or those otherwise unable to move, Defensive Fire is when multiple units engage in a massive, coordinated overlapping barrage of suppression fire against an attacking force. While this maneuver can be used against vehicles, it's typically most effective against enemy infantry or similar ground forces. Because of the level of coordination, Defensive Fire allows the defenders





to widen the area of the suppressive fire's effectiveness. Before the maneuver is executed, the commander must make a Perception + Intuition [Mental] test against any means of cover and or concealment the enemy may be using (magic, camouflage, etc.) to determine the best place to center the suppressive fire while also designating targets for the rest of the units. However, if a commander or anyone in their chain of command thinks to use other method or means of locating the enemy before the maneuver is attempted, the gamemaster can then grant a situational bonus (their discretion) to the commander's Perception test or skip the test entirely. If for some reason the commander cannot determine an enemy's location or if they fail the Perception test, they can still attempt the maneuver. However, because they haven't pinpointed the target, the threshold increases to 6 because they are essentially firing blind. Should the maneuver fail, it only means that the bonuses from the maneuver are not granted. For this maneuver to work, all weapons used must be capable of suppression/full auto fire.

Benefits: On a successful Defensive Fire test, the initiating units increase the width of their suppressive fire width by an additional five meters and height by an additional two meters per additional weapon after the first. All other normal suppression fire and individual weapon rules apply.

ENVELOP

Hits required: 6

Description: The concept for this maneuver is for the attacking force to position their units around a target in such a way that they have the advantage of position during the engagement. The idea of Envelop is to limit the target's battlefield mobility or cut off possible avenues of escape. To accomplish this maneuver, the attacking force will need a sufficient number of units to geographically surround the target or target location in either two or three dimensions (ground and air). This can either be close in or kilometers apart at the gamemaster's discretion, based on the target's situation, location, and number of units they possess. If applicable, natural terrain or manmade structures can be used as part of this maneuver, especially if the goal is to limit movement, or box in the target. For Envelop to be successful, the attacking units must physically get into position around the target before the target can react or escape. Typically,

the target can avoid envelopment by either escaping the area before the maneuver is completed, breaking through by destroying a number of units attempting the maneuver, or for simplicity beating the enemy commander in an Opposed Mixed Unit Tactics + Intuition [Mental] Test.

Benefits: If the maneuver can be performed while remaining undetected by the target, all attacking units gain a +3 dice pool bonus on all attack rolls. The target and affiliated units receive a -3 on all defensive tests. Envelop can still be performed if the target is aware of the maneuver, but all subsequent bonuses are reduced to +1 and -1 respectively. Also, if the attacking force is successful, they can perform subsequent maneuvers such as Crossfire, Mass Fire, or Penetrating Fire with a -2 to that maneuver's threshold. However, should any of these maneuvers be performed, and a glitch or critical glitch results, the attacker accidentally engages friendly forces, and said friendly forces become the targets. All current bonuses and penalties apply.

FLANK

Hits required: 4

Description: A classic battlefield maneuver, Flank is the movement of a combat element or unit around an enemy/target's side to achieve an advantageous position over said enemy or target. While there are several variations and expansions on this maneuver, at its fundamental basic, the maneuver requires at least one combat element to engage the enemy while another attempts to maneuver around the enemy's flanks, or in some cases behind the enemy/target. Unlike most other listed combat maneuvers, Flank does not require all participants to go at exactly the same time in the initiative pass. To complete the maneuver, the attacking force must designate a primary attacking element and a flanking element. Once that decision is made, the primary attacking element will engage the target on their initiative; actually hitting or doing damage to the target is not necessary at this point. Then, after the primary attacking element engages, the flanking element attempts to flank. A flank attempt can either be stealthy or not. But a stealth approach may increase the chances of the Flank being successful. Aircraft with vertical flight or hover capabilities can be used as flanking elements. If the maneuver is successful, the enemy is considered



to be flanked, and the attackers receive all designated benefits.

Benefits: The attacking force receives a +2 dice pool bonus to all attack rolls, while the target receives a -2 penalty. Additionally, Flank also sets the attacker up for additional attack maneuvers, such as Crossfire or Penetrating Fire. If any such maneuver is made, reduce the maneuver test's threshold by -1.

HAMMER AND ANVIL

Hits required: 5

Description: This maneuver is designed to be used by a mobile force engaging another force while on the move. The basic principle is for the attacker to herd its intended target into a location or position where the target is then engaged by a secondary attacking force. This secondary attacking force usually, but not always, is composed of heavier and/or more heavily armed units. And while the actual execution of the maneuver is relatively easy, the preparation for it—specifically getting units into position before it's attempted—can be somewhat complicated on a fluid battlefield, especially if the “anvil” is a fixed unit such as artillery batteries/emplacements or slow-moving unit such as a mobile rocket launching system. Once the necessary elements are in place, the “hammer” must engage the target. Normal Pilot Aircraft or Pilot Ground Craft skills and tests will apply per situation, and all terrain and environmental modifiers apply per gamemaster discretion. In order for Hammer and Anvil to be accomplished, the attacking units must have the ability to catch up with and/or overtake their target, unless they have the luck of coming at their target from the opposite direction. If the maneuver is successful, the hammer will have herded the targets in the desired direction, or at least into range of the anvil's weapons. Hammer and Anvil units can be a combination of any available unit type. After a successful maneuver, additional attack maneuvers may be employed.

Benefits: On a successful Hammer and Anvil test, the hammers have a +3 dice pool bonus to all Piloting tests, while the Anvils gain a +3 bonus on all attack rolls. The target/defender receives a -3 defense dice pool penalty.

MOVE AND SHOOT: GROUP

Hits required: 4

Description: It is always much more difficult to

hit a moving target than a stationary one. In the chaos of combat, it can be difficult to effectively move multiple units, let alone maneuver and attack while they are also taking enemy fire. The concept behind the Move and Shoot: Group maneuver is threefold. First, it prevents units from running into each other while on the move, and it helps them avoid crossing friendly units' lines of fire. Second, because the attacking units are in motion, they are just a bit more difficult to target. Third, the attacking units are still actually able to attack their target, especially if said units have crew able to act as gunners, which leaves the driver/pilot able to concentrate on navigating their vehicle. However, this maneuver is only as good as its slowest unit, and all participating units must be able to maintain the same base speed. And the slower the unit, the more vulnerable they are. To enact this maneuver, only the Mixed-Unit Tactics test is required. Any subsequent tests, such as piloting tests based on terrain or environment, are at the gamemaster's discretion.

Benefits: +2 dice pool bonus to all ranged attack tests, +1 dice pool bonus to all ranged defense tests.

NAP OF THE EARTH

Hits required: 5 (for avoidance), 6 (for combat strike)

Description: Used by both manned and unmanned aircraft, Nap of the Earth flying, or NOE, is when aircraft fly at an extremely low altitude in order to avoid *visual detection* and then attack during a combat operation. While engaged in NOE flight, an aerial unit uses natural terrain as cover to help prevent detection and subsequent attack by enemy forces and or units. The ability to perform NOE flying depends on several factors, the two primary ones being the type of aircraft and the terrain being flown over. Aircraft capable of vertical flight such as helicopters and vectored-thrust aircraft are better suited for NOE flying because of their particular maneuverability profiles at low altitudes and ability to hover over fixed-wing aircraft. In order to make use of NOE flying, the aircraft must be operating in or setting a course through an area where there are natural features that can be taken advantage of. NOE: Group is when multiple aircraft, usually of the same type but not always, and can be used two ways. The first option is to use an NOE course to avoid enemy detection. To





accomplish the actual flight course, the pilot of the aircraft must make a Pilot Aircraft + Reaction [Physical] test at a threshold determined by the gamemaster (environment and terrain modifiers apply) in order to avoid a collision or crash. The second option is a combat strike that is a combination of two movements: the normal NOE flight to the target while hopefully avoiding detection, then popping up over the cover to engage the target. **Note:** Increase the threshold for this maneuver by +1 for fixed wing aircraft. This maneuver can also be performed by a single aircraft at -1 to the success threshold and benefits.

Benefits: For the evasion option, +3 dice pool bonus to ranged defense rolls. For the attack option, same as evasion option, with an additional +2 for all ranged attacks if the performing aircraft has a single operator. If the attacking craft has separate gunners, increase the bonus to +4 for ranged attacks.

NEW COMBAT MANEUVERS: SMALL-UNIT TACTICS

COORDINATED EFFORT

Hits required: 3

Description: Sometimes a vehicle crew, runner team, or military combat unit has worked with or trained enough with one another that they can anticipate each other's moves and know exactly how everyone will react under a stressful and or combat situation. It's this familiarity that allows for enhanced coordination during combat situations or when the drek hits the fan and the team needs to start putting fire down-range or when the team decides to spill some blood with melee weapons.



To execute Coordinated Effort, a team simply has to plan their actions out before enacting them and then be successful on the Small-Unit Tactics test. The coordinating unit/team must still hold actions and go on the same initiative.

Benefits: +2 to all ranged attack dice pool bonuses. If used by a vehicle crew, pilots/drivers also receive a +2 dice pool bonus to their piloting tests in addition to any other bonuses.

INDIRECT FIRE

Hits required: 4/5

Description: Sometimes, it's just not feasible for whatever reason to engage a target directly. One could be pinned down by enemy fire behind cover, or the element(s) of your team/group with the big guns or heavy ordnance can't get a clear line of sight. Indirect Fire is the classic tactic where one combat element spots for another, designating a target or a set of geographic coordinates for heavier weapons to target and hopefully eliminate. Note that Indirect Fire is for use by ground forces only and can only be used by heavy weapons such as grenades, mortars, rockets, and assault cannons (which become mini-artillery pieces). Vehicles with such weapons or other heavy weapons can also employ this maneuver. Completing the maneuver requires two elements, the spotter and the shooter. The spotter must first have some way of viewing or observing the target and the ability to communicate the target's location with the shooter. A simple way to spot is to use a PI-TAC system to designate the target by GPS coordinates. For this, the spotter will simply need to make a Perception + Intuition [Mental] test. However, if the situation doesn't allow for any wireless systems, spotters can do it the old-fashioned way with a map and some good optics. In this situation, the spotter will need to succeed at a Navigation + Intuition [Mental] test with difficulty set by the gamemaster to figure out the grid coordinates. Doing it this way increases the maneuver's success threshold by one.

Benefits: Dice pool penalties for blind fighting by attacking elements (shooters) becomes -2

PAINT THE TARGET

Hits required: 4

Description: Similar to the Indirect Fire maneuver, Paint the Target is meant to assist aircraft with attacking their respective targets. When it comes

to aerial strikes, factors such as environmental conditions and target identification play a crucial role, because time-on-station is limited and aircraft are vulnerable to ground-to-air weaponry. Even modern, state-of-the-art guidance systems can't handle every situation and need spotters on the ground to assist, especially when a target's location hasn't been confirmed. In these situations, a ground force needs to identify the target and relay that information back to the attacking aircraft. This can be done by different methods including, but not limited to: attaching RFID tags, using a low-powered low-light laser, or in some cases using literal paint. Whatever method is employed, the spotters will paint the target without being detected. Gamemasters may call for appropriate Sneaking tests to accomplish this. If the spotter can accomplish this and then relay/coordinate this information back to the attacking aircraft, then the attacking aircraft will receive the designated benefits.

Benefits: +2 dice pool bonus to all aircraft Gun-nery tests when attacking designated/painted target and eliminates any environmental modifiers.

PENETRATING FIRE

Hits required: 4

Description: This is a maneuver designed for situations where a heavily armored target needs to be taken down immediately. When employing this maneuver, individuals within a unit use coordinated called-shot attacks on a target's perceived weakness of some kind, be it a joint-section in a suit of heavy armor or an already damaged area of a vehicle, and attempt to bypass the target's armor. Before Penetrating Fire can be employed, someone must first identify a target's weak point. This does not have to be a literal weakness, nor does the target have to be damaged already. It can simply be an area identified as having slightly less armor, an area where armor plates meet, or something similar but relevant to the situation (gamemaster's discretion). To find/determine the weakness in an undamaged target, the observer must have the appropriate skill such as: Aeronautic Mechanic for aircraft, Armorer for personal armor, Automotive Mechanic for ground vehicles, and Nautical Mechanic for watercraft or default per standard rules. First, they will make a standard Perception + Intuition [Mental] test in order to observe the target, followed up with an appropriate test based on the target type to identify the





weakness, thereby knowing where to target. This information is then relayed to those participating in the maneuver, and they must hold actions in order to act on the same initiative pass. Those participating must then make a Called Shot test (p. 195, SR5) during their attack roll. All normal ranged attack and defense modifiers apply. Because this is a coordinated attack, only the highest net DV is applied.

Benefits: An additional AP value equal to one half the AP (round up) of each additional participant that hits is added to the AP of the participant with the highest net DV. For example, each member of a four-person team is using a weapon with a total of -4 AP. The highest net DV is 14P with the initial -4 AP. If all hit and a successful maneuver test is made, the AP is increased to -10 AP. **Note,** if the target's armor rating is decreased to zero, nothing more can be gained by the maneuver.

SHIELD WALK

Hits required: 3

Description: Also called "The Meat Shield" or "Walking Phalanx," this maneuver is designed for those who have a large stature or robust build, carry a ballistic (or other kind of) shield, wear heavy armor, or all of the above while moving in formation. The main idea is for those on the outside of the formation to use their bodies, shields, and armor to cover their teammates as they maneuver. Shield Walk is essentially a variation of Slicing the Pie (p. 102, *Run & Gun*). To employ Shield Walk, the team must line up behind the shield-bearers in order to use them as cover. There are limitations to this maneuver. Only three team members can stack up behind a single shield-bearer. To allow

WE CAN DO THAT, TOO!

While maneuvers are listed under the specific skill of Small-Unit or Mixed-Unit Tactics, this does not mean that they can only be employed by units of or with that particular skill. If players believe that a specific maneuver will benefit them in a combat situation and they have the resources to pull it off, then the gamemaster could consider allowing them to attempt it. There are, in fact, maneuvers of both skills that would work equally well for a single unit or a large force. However, the gamemaster should also make themselves familiar with specific maneuvers, because certain ones are more geared toward larger-scale and multiple-unit combat situations. The general guideline is that if the maneuver is being performed by a single, small group (such as a shadowrunner team) then the Small-Unit Tactics skill will be used. If multiple units or as a part of a large-scale force, then Mixed-Unit Tactics will be used.

more team members to take advantage, another shield must be brought into play, and even then only one person can engage a target from one side at a time. For example, one team member can attack on the right side, another on the left side, while the third (in the center) cannot attack but still gains the defense bonus. A failed maneuver test simply means that the positioning was off or that the formation was broken for some reason, and no bonuses are gained.

Benefits: If successful, the team members behind the shield-bearers get to add the shield's armor rating as their own. Each team member also gets an additional number of defense dice equal to the number of net hits on the maneuver test.



ADVENTURE HOOKS

The material in this book gives you plenty of ways to cause mayhem, but any good shadowrunner knows it's important to know what kind of mayhem they should cause and where to unleash it. And since we ended up with a few extra pages back here, we'll share some hooks that offer ideas based on material in this book to get the action off and running.

LIFTING GOLD

One of the longstanding problems with stealing large quantities of gold is the sheer weight of the stuff. Each standard bar weighs more than twelve kilos. Yeah, it's worth hundreds of thousands of nuyen, but if you want to set up you and your buddies for life, you're going to want a good number of them. How do you easily move hundreds of kilos of gold?

Well, what if it didn't weigh that much?

A small crew has gotten personal gravity devices (p. 66) for each member, and they think it will help them haul backpacks carrying ten or more gold bars per person. Now all they have to do is get into Fort Knox—a difficult job in and of itself—throw some bars in their bags, and scurry out.

Mr. Johnson wants the runners to interfere with this operation. Stopping it would be fine, but humiliating the runners and their employers would be better. Get wind of their plan, be there when it the crew tries to pull it off, and take plenty of pictures of runners attempting a massive heist with some gear they never should have possessed. Broadcasting the faces of the runners would be good. Finding their employers and learning how they got the personal gravity devices would be even better.

POWER LEVEL: HIGH

As demonstrations continue in St. Louis in the effort to get the city to declare itself independent, the authorities are bringing a new weapon to bear—a Microwave Docility Generator (MDG, p. 77). The authorities don't plan on using it except in perhaps a small test to see how well it works. They certainly don't intend for it to be their primary method of crowd control.

Problem is, some radical separatist terrorists have gotten wind of the device's presence at the demonstration, and they think they can use it to advance the separatists cause by making it appear that the government launched an unprovoked attack on thousands of demonstrators. They plan a covert operation to replace the people guarding and operating the MDG with their own operatives and then overcharge the device. They don't know just what the result will be of abusing the prototype device this way, but they know it will make people hurt. And then make them angry.

One member of the separatist group, though, is not comfortable with this plan, and has decided to turn against his compatriots. He is an ork named Burke Stennis, and he has let word of the operation slip to more moderate elements (though not the government—he may want the operation stopped, but he doesn't necessarily want all the operatives arrested). Those elements have in turn hired shadowrunners to stop the radicals from hurting the crowd.

The runners will need to find where the device has been set up (it's on the mechanical floor of a high-rise building adjacent to St. Louis' Kiener Plaza, eighteen stories up), get past any security (both from the police and the separatists), and contain the team holding the MDG. Once that's accomplished, they have a decision to make. Should the





separatists be killed? Arrested? Sent on their way with a stern warning? Or do the radicals have the right of it, and once the runners are with them at the controls of the MDG, is their job to lend their support to the separatists? That's their call to make.

NARCOJECT **RESURGENT**

Corps have different views of new products hitting the market. On the one hand, they generally aren't eager to have more competition in any of the markets they dominate. On the other hand, a new manufacturer offers technology that can be stolen, saving them the trouble of having to invent it.

There are lots of questions about Narcoject's sudden growth, and one of them is just what technology is fueling their new weapons. Sure, the corps could wait until the weapons come to market, buy a few models, then reverse-engineer them, but that involves spending both time and money, and the megas didn't get to be what they are by wasting either of those things.

Word comes out that some new Narcoject models are on their way to Seattle's renowned Urban Combat Simulator for a variety of test simulations. Since the items were manufactured in the California Free State, they'll be making their way up the Pacific Highway through both Tír Tairngire and the Salish-Shidhe Council, which means there might be several opportunities for runners to get their hands on the goods. They could try a little old-fashioned highway piracy, they could infiltrate or bribe border guards to help them obtain the weapons, or they could utilize whatever creative methods they come up with. They have to remember, though, that the job has two stages—first, getting their hands on the weapons; and second,

ensuring they make it safely into the hands of Mr. Johnson back in Seattle.

IN THE **SPINSTORM**

Spinrad Global is not a new company by any means, but they are the newest member of the Big Ten, and anyone who has ever been in that position knows that there is a feeling-out period that comes with it. In the cutthroat corporate world, that "feeling out" often means that the other AAAs will hit you and hit hard to see if you're strong enough to play on their court.

Many of these blows will come in the form of shadowruns, and Spinrad's executive team has been around the block enough times to know that one way of reducing the runs against you is to punish the runners going against you and see if you can make them nervous. Nervous runners ask for more money, which means your opponents do fewer runs against you. And sometimes they don't take the job at all.

Problem is, all the technology and training required to make a truly elite and deadly worldwide security system does not come either cheaply or quickly. Spinrad Global's security is not shoddy by any means, but it's also not up to the level of, say, MCT or Renraku. They can't become scary overnight. Or can they?

Johnny Spinrad has a solution, though, and it's similar to the type of solution he often comes up with—burnish his corp's image until it shines. Spinrad has been around enough runners to know how much they enjoy swapping war stories, so he wants to give them some good, scary stories to tell. And since it takes a thief to catch a thief, he wants to use shadowrunners to make his security look good.





He can hire shadowrunners to defend his facilities, but he doesn't know when the next hit is coming—unless, of course, he hires that end himself as well. So that's his plan—hire one team (through a few layers of deniability, of course) to break into one of his facilities, then slip some info on that first team to another team of runners and hire them to almost entirely annihilate the incoming team—though they need to leave at least one survivor. Someone has to be alive to tell the story of what happened.

The players will be hired to be the second team, tasked with ruthlessly defending Spinrad property. At some point, though, a bit of information—an overheard conversation, a message sent to the wrong party, or whatever—filters to the runners and provides a hint about what's up. The runners need to decide if they're going to carry through the mission as hired or if they're not going to let Spinrad play them like this. (If the gamemaster wants to nudge the players, they can indicate that the first team was instructed to go in with few weapons, supposedly to avoid sensors at the target location, but in reality to make them easier to kill. They're being set up for a slaughter.)

STALKING THE TIGERS

The Amur Tigers (p. 153) are noted for their skills in covert operations. They have been hired by the Aztlan government to break out some of the remaining prisoners from the Az-Am War, who are being held in a facility outside Valencia. Since the facility is in Amazonia, there will be all sorts of Awakened creatures to avoid along with more conventional forces. That means some of the Tigers' best troops will be on the mission.

Which makes the players' job all the more difficult. The Tigers will meet some token resistance at the facility, but the orders of the on-site troops are to pull back after a brief resistance and let the Tigers force their way in and rescue the prisoners they are seeking. Because what they really want to know is where the Tigers are taking the prisoners.

Once the Tigers leave the facility, it will be the runners' job to tail them through the surrounding mountains and rainforest to find out where they are taking the prisoners. The unfortunate truth is that there is a high-intensity mana site near Maracaibo where the prisoners are to be fuel for some



blood magic rituals (the authorities figure they'll get the blood for the Magic, plus they'll report the prisoners as having died in an Amazonian cell, which will fuel resentment against Aztlan's neighbor to the south. The runners will have to decide on whether they are watching and reporting on what is happening, or if they should intervene in some way.

ROILING WATERS

The skill and daring of the Wuji Crew pirates (p. 162) operating off the shore of Hong Kong are well-known, but another fact is becoming increasingly talked about: the fact that the Crew does not sling around a lot of mana. This is not only being discussed, but used against the Crew, as likely targets are now being sure to stock up on mages, shamans, and spirits so that they can throw attacks at the pirates that are not easily countered. The Wuji Crew has decided this is a weakness to be remedied, and they are building a pipeline of magical talent. In the meantime, though, they need some short-term magic help. That's where the players come in.

If the players have a spellslingers in their group, they're recruited to act as the magical support for a daring raid on a cruise ship where the Wuji Crew intends to kidnap no less than three top Wuxing executives. If the players don't have a spellslinger, they are hired to escort a newbie mage who is getting his first taste of the shadows. Wuxing has plenty of magic prowess, so the kidnapping will require dodging spells in a narrow cruise ship hallway and fending off spirits that might mount a pursuit during any attempted getaways.

CHILLING WINTER

Winter Weapons Systems has been making some inroads into providing security in Manhattan, and NYPD, Inc. has had enough of their nonsense. They want to shut them down, but in a way that does not implicate any part of Ares in the effort and that also does not generate an explosion of violence that would make the island's most significant security providers look bad. Winter has been conducting shadowruns against NYPD, Inc.

in Manhattan, and NYPD, Inc. would like to expose their shenanigans. Naturally, Winter does not just have the relevant information sitting around in one of their corporate offices, but since some of their runs have been about getting info on NYPD security routines, there has to be data recorded somewhere—otherwise, what would be the point of obtaining it? As it turns out, NYPD has information that says the data is likely in a basement of a brownstone in Battery City, a building that serves as a hacker collective for freelance tech consultants who spread their work around many of Manhattan's resident corps. Winter has this collective providing tech security (and also the device holding the stolen data—they weren't foolish enough to put it up on the Matrix), and the surrounding buildings have a few mages who can provide the spells and spirits needed to keep things secure. The goal of this job is to discreetly enter the building, get the data (or the device holding it), and get out. Causing a fuss or significant destruction will bring attention to the matter, which is not something NYPD wants. Can the runners get in and get out with enough subtlety?

PLAYING TAG

This is a job that is simple in description, complicated in execution. For reasons that are definitely none of the runners' business, Mr. Johnson needs bio-tags put on all the members of a security team keeping their eyes on rising music/trid star Pari Basu. Since she is signed to Pathfinder Multimedia, security follows the Horizon style, which means it won't be as simple as simply spotting the people in dark suits who are near Basu. The runners have to figure out which members of her entourage are actually security. Is her manager doing double-duty? How about the woman she refers to as a "cousin" who seems to have no identifiable role? Could the intern working with her finance specialist, both of whom seem to be around all the time for some reason, be playing a security role? What about that troll silhouette you keep glancing in nearby windows, but who never seems to come closer than a hundred meters? Mr. Johnson has agreed to pay 2,000 nuyen for each tag, but the runners need to understand that those tagged will likely be singled out for extraction or even death. Can they afford to tag people indiscriminately? Even if they tag people



who are truly performing a security function, do those individuals deserve whatever fate is coming their way?

DETERRENCE

In the Kingdoms of Nigeria, the Awori have often stood alone and somewhat isolated. Some of this is on purpose, as they prefer to make enclaves where they can practice Sharia law without interference or protest. This sometimes builds enmity between them and neighboring tribes of the kingdom, and this can be particularly true in the more rural areas. A branch of the Igbo in the eastern section of Nigeria has decided that a small group of Awori possess land that would be better off in Igbo hands, and they also have decided that they no longer want Awori neighbors. The Awori are aware of the danger, and they have scared up all the resources they can find so they can hire a small detachment of El Cuadrilla to protect them. Unfortunately, they know their funds will run out sooner rather than later, and their persecutors seem willing to wait them out and evict them when it's easier. El Cuadrilla needs some help to convince the Igbo to leave their path of persecution, and they look to the shadows for help. Whether they decide to use persuasion, intimidation, or full-on force, the runners have to come up with a way to keep the Igbo from wiping out the Awori village and eliminate the threat for the foreseeable future.

SPEED RACER

Skip Vandersloot is nervous. He's been project lead on one of the Sky Whale variants Evo has been working on, and to date the prototype craft he has been working on has met exactly none of the performance metrics on speed and handling that the higher-ups required. Some bigwigs are joining him in the wind-swept hills of North Carolina for a test flight, and if his craft disappoints, all hopes of a bright future in his corp might disappear. Thus he is willing to take extreme measures to pass this test, including temporarily boosting

the performance of his craft by whatever means a team of clever shadowrunners can devise. Maybe they tinker with the craft in advance, maybe they surreptitiously attach some drones that can help the craft move better, maybe they summon some air spirits to help propel it along, whatever—as long as the craft meets expectations and his bosses don't notice the cheating, Vandersloot will be happy. Just remember—powerful corp executives tend to have Matrix spiders and mages on their security teams to help look out for any possible shenanigans, so the runners will have to be slick.

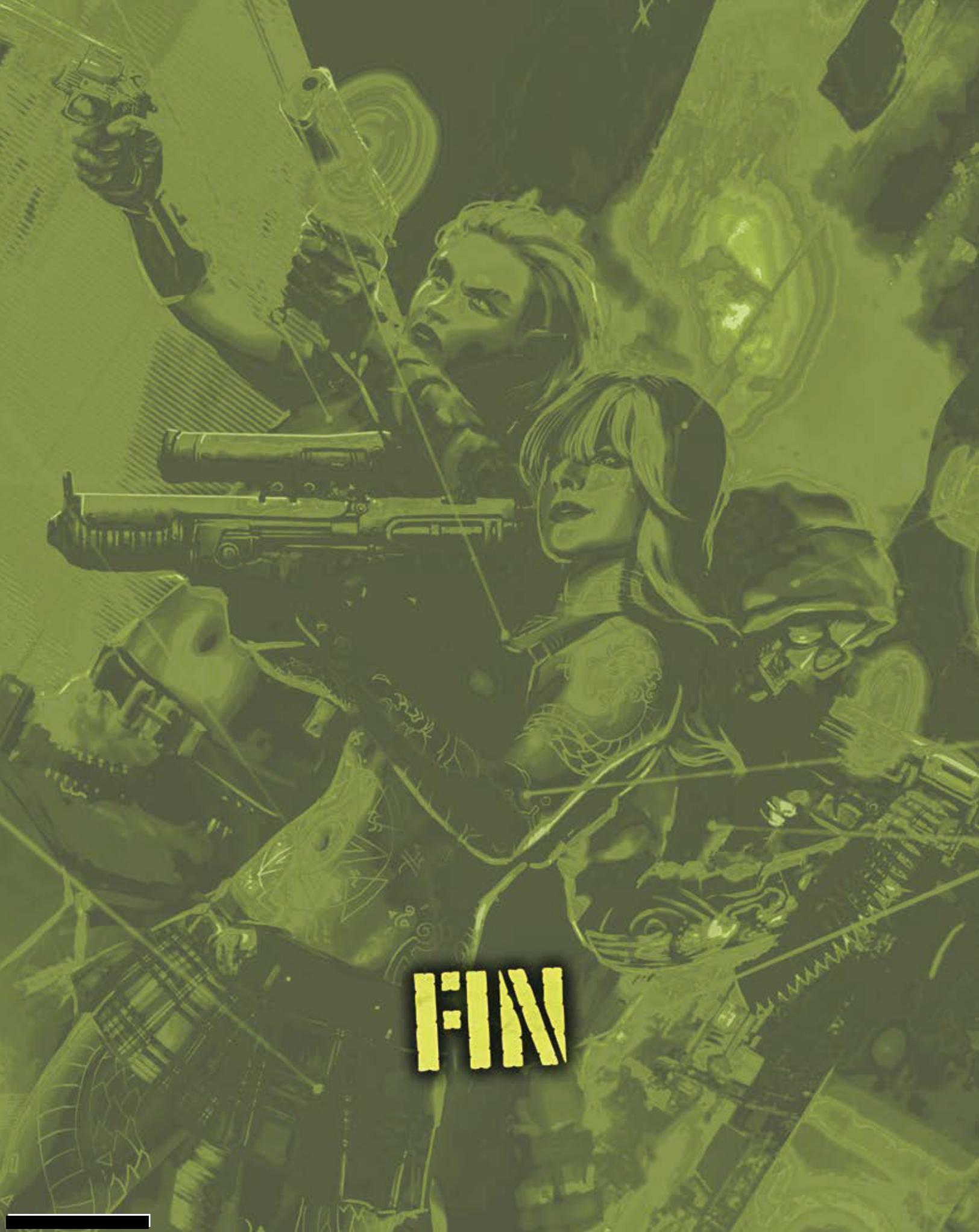
IN SPAAAAAAACE

While most of the Sixth World is unaware of how this process, the Monads' migration to Mars is well underway. They have designed a multi-craft journey—small groups use shuttles to get them from earth to and orbiting waystation, where they wait to board a larger craft that can carry a large group from earth orbit to Mars orbit. There they board another station and wait for a shuttle down to the Martian surface.

Pak We-Lo is a Monad who helped Evo on a lot of its recent bleeding-edge work, but she has decided her time on earth is done. She did not leave her former employers on the best terms, as they were very concerned that they had not yet plumbed the full depth of her knowledge, and that they had not significantly impressed on her the importance of not sharing her knowledge with any other corp. Or person. She managed to slip out from under their thumb to the relative safety of the orbiting space station, but Evo has learned of her presence there. They are sending a team of shadowrunners on an extremely tricky mission. The runners have to infiltrate a Monad ship (or arrange some other form of transportation), journey to the secret station, find Pak, and either convince her to return to earth or leave her floating alone in the cold expanse of space. Then, of course, they'll need to return to the comfort of the only planet they've ever known—unless they want to use this opportunity to continue forward and explore whatever is happening on the red planet.







FIN

PRECISE POWER

Street fighting is only chaotic for amateurs. When you're a pro, when you know what you're doing, you're precise. You know what your opponents might do, and you know ten different ways to respond. The options give you strength. They give you power. They make you dangerous enough that the smart ones on the street will know at a glance that they shouldn't test you. The dumb ones will suffer.

Street Lethal contains the data, tools, and options players need to maximize their characters' combat skills. With briefings on the security techniques of major corporations, information on major mercenary groups and their operations, and a whole truckload of firearms options, this book has all runners need to make sure they're the ones left standing at the end of a fight.

Street Lethal is for use with **Shadowrun, Fifth Edition**, though much of the information on corporate security and other opponents could also be used in **Shadowrun: Anarchy**.



SHADOWRUN
FIFTH EDITION

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