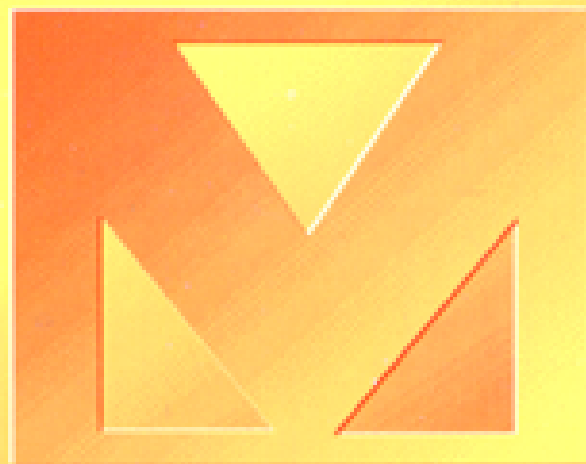


CORPORATION REPORT 2020 VOL.2



CYBERPUNK

R. TALSORIAN
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A SOURCEBOOK FOR

CYBERPUNK®

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INTRODUCTION

INVEST IN THE FUTURE

Looking to get ahead?

The world of 2020 offers business opportunities that no one would have considered a mere thirty years before. Now more than ever, serious profits can be made in corporate extractions, covert warfare, black operations, information piracy, industrial espionage, Net raids, and good, old-fashioned assassination. If you want to be a part of it all, you've come to the right place.

Welcome to *Corpbook Two*.

WHY CORPBOOKS?

Since corporations wield the bulk of the power and resources in the *Cyberpunk* world, they figure in many *Cyberpunk* campaigns. More often than not, your characters will find themselves working for, or pitted against, a corporation...or both if they're having a particularly bad day. (And in *Cyberpunk*, you're *always* having a bad day, even if you're having a good day.) In the original *'Punk*, and in the current 2020 edition, we provided capsule write-ups on many of the important corps of the *Cyberpunk* world. We left you, our players and GMs, holding the bag when it came to fleshing those descriptions out. That was alright for getting things started, but it's been a while now and, with corporations playing the large role that they do in *'Punk*, we wanted to give you something you could really sink your vampires into. This is it.

Corpbook Two is the second book in a series dedicated to bringing you detailed descriptions and breakdowns on the major players in the *Cyberpunk* corporate world. We've picked corporations that offer excellent opportunities for roleplaying and intrigue because of the importance of their major products and services in the dark future, the playability of people who work for them, or the nefariousness of their covert goals. Some of them will be organizations you already know and love (or hate), such as Militech. Some of them will be all new creations. All of them should be easy to integrate into your campaigns, and offer plenty of interesting and life-threatening situations for characters to explore. The level of detail in the Corpbooks should make designing campaigns, characters and character histories around the corporations easy work.

WHAT'S IN CORPBOOK Two?

A whole lot you can use. Each Corpbook is devoted to two corporations. The corporations are connected by some sort of thematic link. In this book we present breakdowns on Militech and The Lazarus Group, both of which are military-related corporations. Militech is an arms producer, and Lazarus is a mercenary organization and think-tank. Although the two corporations in this book are connected by a common theme, they

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are also unique. They provide different products and services, have different goals, produce different characters, and are usable in different ways in your campaigns and adventures. *Corpbook One* already covers IEC and Arasaka, two of the most powerful corporation in *Cyberpunk*. Subsequent books will tackle biotech firms, petrochemical- and agro-corps, and other interesting conglomerates.

Corpbook Two is laid out so that you can easily find the information you're looking for. Each corporation is treated individually, with the write-up broken into sections for easy reference. The sections in order of presentation are:

- *History*
- *Main Products and Intent*
(corporate goals-public and covert)
- *Current Market Strategy* (and public relations)
- *Key People*
- *Offices and Key Facilities*
- *Uniforms, Equipment and Personnel*
- *Resources and Stock*
- Tips on running the corporation
- A short capsule adventure.

All sections are clearly labeled and headed so you can move around the book easily.

HOW TO USE

THE SOURCE MATERIAL?

This may seem like a ridiculous question, but it's pretty common for people to read source text, and then immediately forget about it if there aren't any numbers or tables attached to it. Since only you know how your characters or campaigns work it is up to you to figure how to integrate this sort of material into your game, but you should not find it that difficult. If you're running a campaign with Militech, you can look at the *Uniforms and Equipment* section of the Militech write-up and see what your players are liable to run into if they get into a fight with Militech guards or soldiers. Likewise, if you're playing a Militech agent, you'll know how you're likely to dress and what kind of hardware you're liable to carry. You'll also be able to exchange knowing glances with any other Militech player you may run into.

OK, that's pretty straightforward, but what about using material like the *History or Current Market Strategy* sections of each corporation? There are three primary reasons (and a host of lesser ones) for background like that. The first is to provide ideas for adventures, or parts of adventures. Looking through this type of

source material, you'll see lots of opportunities for conflict, cross-purposes and subterfuge. Turning these little incidents and events into adventures, or components of adventures, should be no trouble at all. The second reason is to provide motivation for characters and NPCs. It's a lot easier to explain why a corporation is doing something if you have an idea of the precedents and ultimate objectives at stake. An example: Militech wants to extract a researcher from another corporation. Well, it's one thing to have your team of solos and corps bust up that extraction just because they're paid to do it. It becomes a little more interesting if, when you know a little about Militech, you deduce that this extraction was part of a larger scheme, the ultimate goal of which may be something extremely evil, or otherwise involving. The third reason for this type of source is this: in an imagination based game, like any RPG, the illusion is only as good as what the player can imagine, or knows about the fantasy universe in which the game takes place. Every little thing you can get to stack the deck in favor of the richness of the game makes it that much more fun. In this book there's just that much more *Cyberpunk* (or you to enjoy).

These hints may be old news to most of you, but somewhere out there is that one person who just read the preceding paragraph and is having a revelation. The explanation was for him or her.

The capsule adventures are a little less abstract in application. They are short, one-shot runs designed for beginning characters, and serving as basic introductions to using that particular corporation in a game context. They are not solo adventures, and must be run by a GM. If you are a GM, it may also give you further ideas on how to implement the corporations into your own adventures. Remember, our suggestions are just that...suggestions! Never feel bound by them. Go ahead and alter the information in this book however you wish in order to make it conform to your campaign or character conception.

A Note To Players: Before you read this book cover to cover, check with your GM! If he or she is using this book, there may be some information in it that they would rather you discover during the course of an adventure or campaign! Never irritate a *CyberpunkGM*!

A Note to GMs: You may notice, depending on your campaign power level, that the NPCs in this book run towards the potent end of the spectrum. I do that to give the players a run for their money. Feel free to modify them if you wish.

That's all you should need. Now you're ready for your latest dip into the *Cyberpunk* corporate office pool. Look out for the sharks. ●

William Moss



LAZARUS



PRECIS

THE LAZARUS MILITARY GROUP

Mercenary operations contactor and strategic studies think-tank

Headquarters: Rosslyn, Va.

Regional Offices: New York, Chicago, Night City, London, Berlin, Seoul, Cairo, Nairobi, Tokyo and others; Katzadoulos Military/Strategic Foundation in Bethesda, Md.

Name and Location of Major Shareholders:
Board of Directors, 20%; Nelson Katzadoulos of New York City, 12%

Employees: World Wide 20,000
approx.
Troops 225,000
Special Ops 25,000

EMILE LAZARUS WANTED TO CONTINUE BEING A SOLDIER, BUT NOT FOR THE FLAILING U.S. GOVERNMENT.

NELSON KATZADOULOS' DREAM WAS TO CREATE A MERCENARY ORGANIZATION THAT COULD OFFER A VARIETY OF HIGH QUALITY SERVICES TO THE DISCRIMINATING CUSTOMER WHO WANTED A LITTLE MORE FOR HIS MONEY.

WITH AN HONORED WAR HERO AS MILITARY COORDINATOR, AND A WEALTHY INHERITOR AS SILENT PARTNER, THE LAZARUS GROUP WAS BORN.



A welcome sight in troubled times.



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THE LAZARUS GROUP

HISTORY

A.D. 2003...the Second South American Conflict, northern Venezuela.

Lieutenant Colonel Emile Lazarus, U.S. Army Special Forces, sprinted for the command bunker as mortar shells rained down on his position. The air was opaque with rain and the thick tropical mud and shrapnel cast about by exploding Venezuelan shells. Lazarus dove through the sandbagged entrance as a nearby hit peppered the exterior of the bunker with razor-sharp pieces of steel. Behind him, he could hear small arms fire erupting from the tree-line of what used to be a banana plantation. Seconds later, his own troops began answering in kind.

Lazarus was commanding the advance base twelve miles southeast of the Venezuelan coastal oil refining facility of Puerto La Cruz. He had dropped in a week before, along with a company of airborne troops, to reinforce and take command of the base and its depleted battalion that had been suffering heavy losses for several days. He was told that amphibious forces landing at Puerto La Cruz would reach the base within days and secure the area. In the meantime, air support was to be available on demand from the carrier *Ronald Reagan*, cruising fifty miles off the coast, east of Tortuga Island. Now it was a week later. The promised amphibious troops had bogged down in heavy fighting in Barcelona City. The advance base was all alone and under vicious attack.

Lazarus grabbed the CelluCommNet phone receiver from the young, wide-eyed Spec-4 radio operator and punched up the Brigade Air Support net. "Four-Comm Frisbee, Four-Comm Frisbee, this is Grasshopper, over..." A five second eternity of nothing but satellite hiss. Lazarus yelled into the handset, "Frisbee, this is Grasshopper, do you copy?" Silence. He swore, and reached for the CommNet selector, meaning to break orders and switch directly over to Naval Air CommNet. His hand was on the keypad when the voice crackled out of the handset. There was a flurry of distortion as the military CommNet computers struggled to overcome the Venezuelans' satellite jamming signal and then, "...say again Grasshopper, this is Frisbee. Do you copy?" Relief swept through Lazarus.



"Yes, this is Grasshopper, I copy. Its about time! I need air support. We got at least five companies of Venezuelan regulars in the tree line off our south perimeter, request air AP delivery ASAP. Grid coordinates as follows..."

"Grasshopper, be adv—"

"Repeat, grid coordinates as follows, Six Three mark se—"

"Grasshopper!" The sharp tone of the voice brought Lazarus up short. The voice from AirComm continued, "be advised no air support is available at this time." Lazarus jerked the handset away from his ear and stared at it incredulously for a moment. *Wrong number*, he thought to himself. Although dread was already beginning to swell within him, he spoke into the phone, "Say again Frisbee?"

"I repeat, no air support available. All Naval aircraft ordered to the Paraguana Peninsula." There was brief moment of silence, when even the battle sounds from outside deemed to fade. Then Lazarus exploded. "What

**EVEN AFTER THE
DEBACLE IN VENEZUELA,
LAZARUS COULD NEVER
FORSAKE THE LIFE OF A
SOLDIER. NOR COULD HE
FORGET THE SENSE OF
BETRAYAL AND
ABANDONMENT HE FELT
TOWARDS THE U.S.
GOVERNMENT, OR HIS
RESENTMENT AT THE
INCOMPETENCE THAT HAD
RIDDLED AMERICAN
MILITARY FORCES**

the hell do you mean no support!?! I was guaranteed Naval Air on demand when we dropped into this hellhole. We are in imminent danger of wiped out, Frisbee!"

"I repeat, no air support—"

"Divert some of the freakin' airplanes!"

"Apologies, Grasshopper. No immediate air support is available. Be advised complete air evacuation from your position will begin in eight hours. Sit tight till then. Frisbee out."

The receiver clicked dead, leaving Lazarus standing thunderstruck in the bunker. No air support. Evac in eight hours. Had their whole landing been a diversion? The only thing the AVs and Ospreys would be carrying out of this base were bodybags. There was nothing left but to go out there and keep as many of his men alive as

possible. He unslung his unreliable FN-SAF assault rifle, checked the ammunition, and strode out of the bunker.

Eight hours later Lieutenant Colonel Emile Lazarus and thirty seven other survivors were airlifted out. Five hundred and twelve dead were left behind.

Lazarus loved the military. He had graduated from West Point at the top of his class, receiving his commission in 1990. His advancement in the Army had been rapid as he distinguished himself in a number of operations. Even after the debacle in Venezuela, and the subsequent mismanagement of the Central American Conflicts, Lazarus could never forsake the life of a soldier. Nor could he forget the sense of betrayal and abandonment he felt towards the United States Government, or his resentment at the incompetence that had riddled the American military forces in South America. In 2006, three years after Venezuela, thirty-seven year old Full Colonel Emile Lazarus, winner of the Congressional Medal of Honor, resigned his commission with the U.S. army.

Lazarus wanted to continue being a soldier, but not for the flailing U.S. government. He experimented with various mercenary organizations in Asia and Africa, but found them to be more mired in ineptitude than even the Americans. He did not want to serve in a Corporate army, since he could think of nothing worse than a military organization commanded by a gang of desk jockey executives. Sadly disillusioned, he returned to the U.S. in 2008. That was when things began to turn around.

Nelson Katzadoulos was a wealthy inheritor who had foreseen the U.S. and world crashes of 1994 and protected his fortune accordingly. Katzadoulos knew that the ultimate arbiter in the twenty-first century was going to be military force. Corporations used it in their titanic struggles, nations used it to keep the peace, cities used it to enforce the law. Kid gloves and diplomacy were tools of the past. It was going to be a violent era. It was also obvious that not everyone who wanted a little military punch had the tools or resources to establish their own armies, or train strike teams. Some organizations and individuals just didn't want a full time military capability at their disposal or on their ledgers. In situations such as this, one could always contract from a mercenary force or a corporation, but the quality of the mercenary forces tended to be low, and most corporations that licensed military forces did it as an afterthought, reserving their best men and equipment

for strictly in-house use. Katzadoulos' dream was to create a mercenary organization that could offer a variety of high quality services to the discriminating customer who wanted a little more for his money. Katzadoulos hired a marketing firm to do a survey, and the ultimate judgement was that a dedicated military contracting organization could be financially viable.

The catch was that Katzadoulos personally knew next to nothing about anything military. His first acquisition would have to be a military expert who could oversee the recruitment, training and equipping of a fine military force. Katzadoulos would provide the equipment, training facilities and financial muscle. The other person would coordinate operations, and be nominal commander of the force. A quick survey of potential candidates and an expensive tour through the Infocomp Corporations military review files revealed just the man: Emile Lazarus; field grade, combat-hardened, experienced in training and practical application, familiar with a variety of international equipment, strategy and tactics, and still looking for the right people to fight for (and broke to boot!). Katzadoulos made Lazarus an offer he couldn't refuse.

With Lazarus as chief military consultant and Katzadoulos as the money man, an organization began to take shape. Since Lazarus was the military coordinator, and an honored war hero renowned in military circles, his was the name that went on the letterhead. While Katzadoulos remained a silent partner. Thus was born the Lazarus Military Operations Group, or the Lazarus Group for short.

An initial training facility was constructed in Montana, and equipment was purchased. Experts in tactics and equipment were brought in from around the world, as were many distinguished classroom military science instructors and basic training drill instructors. Some were coaxed into resigning their still active commissions and noncommissioned positions with large bonuses, and the promise of autonomy and adventure beyond what any government or other corporation could offer. Others came voluntarily.

In 2010, with the first training centers finally finished and the instructors settled in, recruits and candidates began arriving. Thanks to a marketing campaign had been sweeping the nation for several months, anyone who thought he or she had the guts and the fortitude for a life

of military adventure was encouraged to check out the Lazarus Group. Standards and risk were high, but the payoff was also high: adventure, world travel, higher pay than any government-funded army, and a level of respectability that dwarfed other mercenary organizations and private armies. The turnout was predictably large. The first group of 5000 recruits included everything from seasoned veterans of wars and conflicts around the world to green trainees who were indoctrinated from scratch into the military way of life at Fort Powell, Montana.

The Lazarus Group began contracting eight weeks after the first recruits arrived at the main base in Montana. Just enough time was allowed for the first basic training class to graduate, and for some of the experienced recruits to train into cadres. Operations were small at first, with teams of the more experienced Lazarus mercenaries licensed out to run some extractions and other black operations for contracting corporations, while recently graduated green troops were hired for some international urban-peacekeeping missions and brushfire reinforcements. The success and efficiency ratings of the Lazarus military teams were extremely high, and a reputation for fine service, confidentiality and value began to grow. Lazarus Group successes were chalked up in the Central African Conflicts of 2013, the urban unrest of 2014, the non-netpart of the Third Corporate War in 2016 and the European Brushfire Wars of 2018.

With its many triumphs and constant operations, the Lazarus group grew consistently in the decade between its 2010 inception and the present. Auxiliary basic training, recruitment facilities and corporate offices opened around the United States and in several other countries, while Lazarus constructed specialty training schools for troops and operatives world-wide. Katzadoulos and Lazarus maintained an even hand at all stages of development, ensuring that all finances were tight and high standards were maintained for all military acquisitions and training.

Presently, the Lazarus Group is the most successful and largest, specialty military service contracting organization in the world. Its reputation remains high, and the corporation continues to grow, boasting over a quarter of a million troops on active service or quick-activation reserve. With increasing tension, brushfire wars and corporate armed conflict spread across the world, it looks like the future of the Lazarus Group is rosy indeed.

MAIN PRODUCTS AND INTENT

MILITARY COMBAT SERVICES

The Lazarus Group's reputation, continued success and income depend on the contracting of military services in a number of strengths, and a selection of varying conditions. In short, it is a versatile mercenary force, providing soldiers and special agents for hire to people or organizations that do not have the resources, need or time to construct and maintain a full-time armed force of their own.

The variety of different military services offered by the Lazarus Group are considerable. Force sizes range from single, specialized solos and small special-operations teams to entire infantry divisions that can be leased wholesale. A variety of expertise and equipment are available as options.

SOLO OPERATIVES

Sometimes there's a niggling little problem that someone wants dealt with. Perhaps a single file needs to be recovered from the depths of a hostile facility or there's an executive your corporation wants assassinated. When that situation finally arrives, you may not have the operative you need on hand. For those little moments, Lazarus has a large pool of solo operatives trained in varying specializations. These individuals can be hired out on an individual basis to handle these tasks.

Lazarus trains its own operatives, and hires on solos who already have a wide range of experience. The more experienced a solo, the higher his lease price. Not only is this the result of supply and demand, but part of the fee is insurance. Losing an experienced operative can cost the Lazarus Group a lot of money, as really good solos come only from years of expensive experience and training, not to mention the cost incurred by having one less active solo to lease out. Lazarus maintains solos of both genders, and as many combinations of race and linguistic ability as possible. There are times when a black woman, with perfect fluency in Swedish and an Osprey combat pilot certification is the only agent that will do for a particular mission. Lazarus does its best to be prepared for any hiring conditions. There is usually a surcharge, sim-



Lazarus soldiers practice heli-assault from jungle platform.

ilar to the experience surcharge, for solos with unique or rare combinations of looks and/or skills. The more unique the package, the higher the surcharge.

The tasks usually assumed by solo operatives include reconnaissance, infiltration, assassination, sabotage, investigation and industrial espionage missions. All situations are accommodated, including airdrops, scuba infiltration, special terrain, long range or long duration, deep cover and multinational operations. Solos have the right to turn down missions that they consider too risky, but the Lazarus group is not likely to maintain on call an operative who pales at the prospect of a tough mission. Unless a mission is truly suicidal, rejection is unusual.

SMALL. UNITS AND SPECIAL TEAMS

The second group of services offered by Lazarus are small-unit forces and special operations teams and cadres. When the situation calls for small-unit special tactics, or where a single operative doesn't pack enough punch but a large force would be too obvious, Lazarus can provide a variety

of team types, strengths and specialties. Force sizes range from two soldiers to about twenty, but most of the contracting in this area involves teams of two to six. As with solo operatives, a variety of specialties and equipment options are available. Common training and specialties include deep penetration black operations, maritime, amphibious and submarine operations, long range recon, quick strike teams, urban-specialized teams and special terrain. These teams run missions such as demolition and sabotage, assassinations, intimidations, hostage rescue, extractions and other special-forces type operations.

Small unit maintenance and leasing is done in a couple of different ways, each with its own advantages and disadvantages. The first type is the custom-assembled team. The Lazarus Group will assemble a team of men and/or women with a cross section of skills and a numerical strength exactly as specified by the client. The advantage is that any assortment of peculiar looks, talents and skills can be arranged. The disadvantage is that there is no guarantee that the individual soldiers will have ever worked together, and the client will have to choose between leasing a team where the soldiers may not be familiar with each other or paying and waiting for extra training time. Payment for custom teams is assessed by the individual lease value and surcharge of each soldier over the length of time of the contract, plus a team hiring rate.

The second type of small unit is the cadre. In cadres all the soldiers live, work and train together with each other over a long period of time. The advantage is that all cadre members are intimately familiar with each other, and each compatriot's skills, weaknesses and personalities. Because of this, cadres tend to operate more efficiently and suffer fewer losses. The disadvantage is that cadres tend not to be as specialized as custom teams. There's no doubt that they are deadly, and can handle a multitude of situations, but they won't have the specific assortment of skills that can be attained by assembling a team from scratch. Payment for cadres is also a little different than for custom teams. Instead of paying for separate individuals, there is a single cost for a cadre, assessed over the contract time. All specialization and experience surcharges apply to the group, not to individual members. The end result is that cadres and custom teams of comparable strengths cost about the same, but have different advantages and disadvantages. It is up to the client to decide which type would be more advantageous for a given mission, although the Lazarus Group will be

happy to make a recommendation.

MEDIUM FORCES

Medium forces encompass groups ranging from large platoon size (about 50 men) to company, and finally, battalion strength (about 1000 men). Medium forces are used for a variety of catch-all purposes, including area security, crowd control, ground interdiction, reinforcement, assault and so forth. Most medium forces are equally trained in standard operations, plus urban combat, and mountain, snow, desert, jungle, maritime, and other operations. There are, however, some available units with extra training in one or the other specialization. These units can be leased at extra cost.

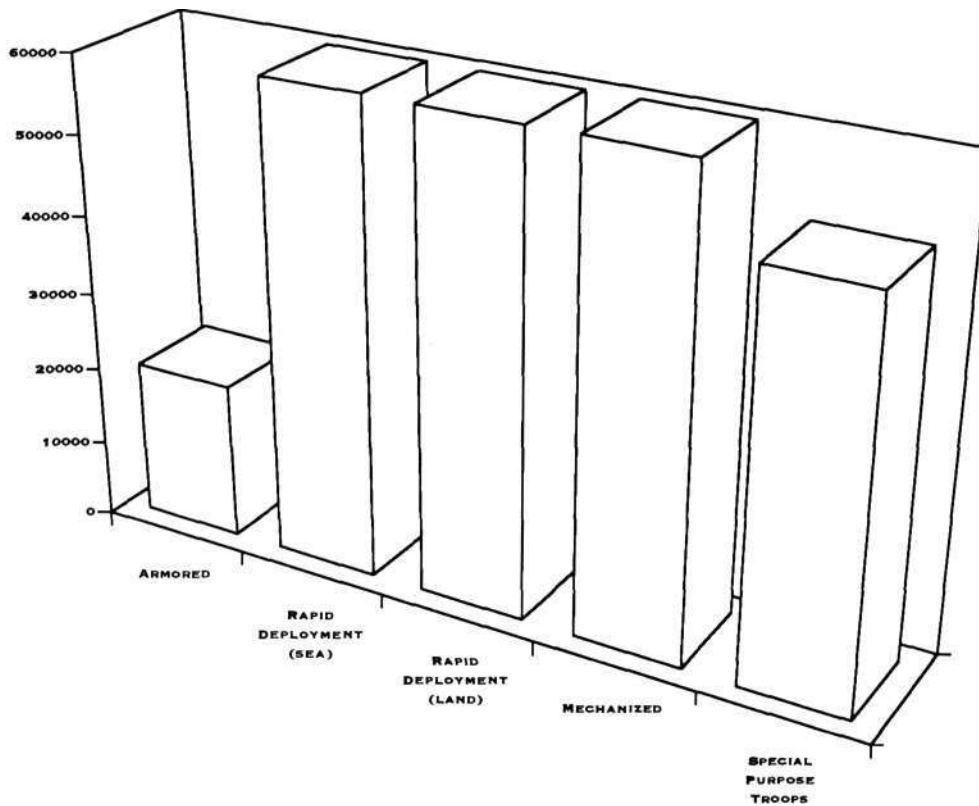
Most of the specialization in medium units concerns deployment tactics and available equipment. The Lazarus group maintains rapid deployment light infantry, assault troops (both airborne and amphibious), and mechanized infantry including mobile armor and aircraft, and tank-equipped units. All air units are for troop deployment and ground support. Lazarus does not maintain any interceptors or strategic strike aircraft.

Medium troops represent the bread and butter of the Lazarus Group; few organizations can afford to contract large groups for long periods of time, and most contract situations don't require tremendous troop strengths so much as they require deft application, intelligent planning and execution. Payment for the leasing of medium troops is assessed against the size of the contingent, the equipment at their disposal, and the length of the contract. Lazarus will add surcharges for assessed risk to the force, and for equipment used by the contracted units. Air-equipped troops are most expensive, ground armor is of intermediate cost, and light infantry is cheapest. There are other surcharges for rapid deployment, chemical and biological warfare conditions, and equipment maintenance under harsh conditions.

LARGE FORCES

Large forces include all groups from brigade size (about 2,000 men) to divisions (about 10,000 men). A division is the largest single unit fielded by the Lazarus Group. As a general rule, only nations and large corporations can afford to contract large forces. Typically recruited as straightforward mercenary units, these are used for rein-

FORCE SIZE BREAKDOWN



forcement by one side or the other in brushfire and corporate wars. The largest contingent that Lazarus will provide to any client is 20,000 troops, at a cost of up to 100 million eurodollars per month after troop salaries, corporate overhead, equipment costs and special situations are factored in. Obviously, only a select few clients can ever afford to retain a group of soldiers that large, and even then, not for a very long period of time.

Large forces are composed mostly of Lazarus-trained G.I.s with only a basic familiarization with unusual combat circumstances. If necessary, specialized units can be subcontracted as part of the force. As with medium groups, several varieties of troop delivery and equipment are available, and the surcharge ratios are the same.

COMBAT SERVICES NOT AVAILABLE FROM THE LAZARUS GROUP

There are a few types of duty that the Lazarus Group generally does not contract for. Chief among these is corporate security, considered an impacted market due to Arasaka competition. Lazarus troops train for more discreet combat operations over short or moderate lengths of time, and not for long-term static operations.

If, however, someone suspects that they or their corporation are going to be infiltrated or attacked by an armed force during a particular time window, Lazarus will contract out troops for defense purposes. These contracts are typically for short periods of time, and don't represent permanent security. Also worth noting, the Lazarus Group will not contract for offensive operations against civilians, although it will defend against them if they become unruly.

CONSULTANTS, ADVISORS AND THE FOUNDATION

Since many of the finest military men and women in the world Lazarus employs, the Lazarus group also licenses out consultants and advisors for use by clients in operations, and in the training and management of their own military forces. Third world countries no longer need engage in messy alliances with larger powers in order to obtain expert trainers and advisors, they can contract straight from Lazarus. Corporations and nations around the world currently employ Lazarus consultants, aiding in operations planning, equipment management, troop training, and strategic command.

In addition to on-site military advisors, the Lazarus group also maintains a military science and analysis think-tank, the Katzadoulos Military and Strategic Sciences Foundation, or the Foundation for short. There, analysts, experts, former officers and defense ministers from around the world work on strategic and tactical intelligence and historical data, compiling information on national and corporate armed forces and military goals across the Earth. The Foundation also publishes the respected *Lazarus Military Weekly* and bi-annual *World Military Forces Review*. The Foundation also boasts the Lazarus Military Institute, currently considered the world's most premier school of military science. Appointment to its staff and faculty or acceptance to its academic program is considered extremely prestigious in military circles. The Foundation and the Institute are inextricably linked, as the experts and analysts that research and publish for the Foundation also teach courses for the Institute.

The Institute trains not only all Lazarus advisors, consultants, analysts and field grade officers, but also individuals from national and corporate armies across the world. In addition, classified information from the Foundation's think tank is available for sale, although prices can be steep. The Foundation can also be contracted to tackle a specific problem or analyze a particular incident or potential opponent. Interested individuals and corporations should be forewarned, Foundation time does not come cheaply.

TRAINING CLIENT'S TROOPS

Lazarus training produces some of the finest troops in the world. Not only does Lazarus train all its own troops, re-educating those with previous military experience, but will also train the troops of other corporations or nations. This can be done either by sending advisors to construct a program for the client, or by sending the client's trainees through Lazarus' own facilities. Both are considered acceptable options. The only training that Lazarus considers proprietary are its special operations schools and certain programs affiliated with the Foundation. Lazarus has trained G.I.s and officers from, or established programs for, several other corporations, along with many wealthy individuals and small nations.

CONTRACTING FROM THE LAZARUS GROUP

Contracting troops or advisors from Lazarus is a discreet and confidential process, guaranteeing maximum comfort for the client. Interested parties send a communique' to the local Lazarus Group office. Within 24 hours a Lazarus representative will meet with the client, or the client's liaison, at a location of mutual satisfaction. If the client wishes to retain combat services from Lazarus, troop types, contingent sizes, cost, and contract specifics can be decided on at the meeting. Once the contract is signed, Lazarus guarantees delivery of the full contingent within 72 hours. If you desire a single operative or small strike force, the solo or team will be activated within 24 hours of contract signing.

For rapid deployment Lazarus maintains worldwide 24 hour offices that can be contacted via Net, fax, phone or in person. In quick response situations, Lazarus will notify the client of request approval or denial within one hour, and a contract will be consummated within another hour. Upon acceptance, Lazarus guarantees delivery of up to ten thousand troops within 24 hours. The price for this kind of service can be steep however, and the contract usually requires some sort of collateral if up-front payment cannot be made. Minimum contract duration for quick-response missions is one week. For regular response deployments, minimum duration is two weeks. If small, quick-response strike teams or single operatives are required, a per-mission one time charge is assessed, good until the objective is achieved or the mission has been judged impossible. Lazarus guarantees team activation within four hours.

GUARANTEES AND CONTRACTS

(This section is a little dry, but it's difficult to make contract information interesting, please bear with us.)

If a contract for an offensive operation has been accepted, Lazarus will guarantee successful completion of the objective within the time frame agreed upon in the contract terms. If the objective is successfully completed, but late, the client receives a 25% refund. If the mission fails, or is completed in over twice the time originally specified in the contract, the client receives a full refund. Complete confidentiality is guaranteed for all small unit offensive operations. For large operations it is usually obvious who the client is, and there is no guarantee of

confidentiality. Lazarus is usually careful to accept only those offensive missions considered possible. It will contract for objectives considered dubious, but in these situations the client waives all guarantees. No guarantee is made concerning the accuracy of information purchased from the Institute, but there is a reputation to uphold, so clients are seldom disappointed.

For defensive or static operations there is no guarantee of success. When the contract is first negotiated a benchmark troop strength is decided upon by the client and Lazarus, based on an Institute report of the defense requirements peculiar to the situation. If that troop requirement proves insufficient to successfully defend the clients interests, the client has the option to request additional troops, up to the number necessary for successful defense, at standard prices. If the client chooses to stick with the original force, it is at their own risk. Once again, due to the accuracy of Institute analysis, there are seldom any serious errors. Most errors are on the side on the side of caution.

Lazarus always guarantees that troops and advisors will perform to the best of their abilities. If it can be proved that a client suffered damage due to the poor performance of Lazarus troops, Lazarus will refund the contract price plus the price of any damage as assessed by Lloyd's of London. Lazarus has a reputation for abiding by its guarantees.

Contracts can be cancelled without reason by Lazarus or the client with one weeks' notice. Contracts can be cancelled by Lazarus at any time if the client fails to make required payments, or if the client unduly compromises the security of the Lazarus Corporation, and its troops or agents. Lazarus usually requires payment in advance for any contract or billing period, but will give credit in return for collateral in special circumstances.

There are certain safety provisions inherent in Lazarus Group contracts. As a concession to clients, Lazarus agrees in all contracts not to accept any contracts contrary to the client's interests for two years after the expiration of any contracts with that particular client. This means that Lazarus won't train your defense forces, and then immediately accept a contract from another country or corporation to attack your head office. If Lazarus trains your army, and then you immediately use it to attack someone else who has hired Lazarus troops, Lazarus cannot be held

responsible for the results. Naturally, this guarantee is legally unenforceable in 2020, but Lazarus is conscious of its reputation and always abides by its own rules. Needless to say, Lazarus will never allow its contracted troops to be used against any other organization with whom it conducts business. That would be bad for business. As a related service, any country, corporation or individual can buy an annual policy from Lazarus that will keep Lazarus from running any offensive operations against that organization or person. This policy is void if the client runs any operations contrary to the Lazarus Group's interests. It's protection *Cyberpunk* style!

COSTS

Basic cost for all sizes of unit is 2,500 dollars per basic soldier or agent per month. 1,750 of this sum is the soldier's salary; the rest is corporation overhead. Mechanized troops are +25%, air equipped troops are +50% per individual. These amounts can be fractionalized down to the minimum contract duration for the type of deployment. Risk and experience surcharges are one-time payments of between 50 and 100% of monthly cost per individual. Rapid deployment is a one-time surcharge of 50% per individual. Surcharges cannot be fractionalized, but are good for the duration of the contract.

Advisors and consultants can run from 3000 eb per month to 1000eb per *hour* depending on whether they are regular field advisors or expert analysts from the Institute.

INTENT AND LONG-TERM GOALS

Nelson Katzadoulos' goal was merely to establish a profitable corporation that catered to the military contracting niche. All expansion and diversification of the corporation has occurred simply because marketing analysis showed that it would eventually lead to increased profits. Katzadoulos has no ulterior motives for the corporation other than to increase his fortune, however, he will go to great lengths to ensure the continued success of the Lazarus Group, including pressuring competitors out of business and engaging in in-house black operations. That is no different from any other modern corporation, however, and not deserving of any special elaboration.

Emile Lazarus' goal was to create and implement a military organization that was efficient, competently run, and worthy of his pride. Since Lazarus commands all the Group's military forces and oversaw their creation, he has

been largely successful. Lazarus troops, agents and commanders are competent, battleworthy, and honorable in the field. Morale remains high among the troops, and a Lazarus Group uniform demands respect throughout the world military community. Lazarus continues to keep a tight reign over his forces, ensuring that standards stay high and operational success is the rule. He has done his best to make sure that the incompetence and bureaucracy that undermined the U.S. military forces in Central America does not infect his organization. So far, his leadership has been strong enough for him to fulfill his goals.

ENEMIES AND ALLIES OF THE LAZARUS GROUP

Needless to say, a corporation that earns its keep through military action and the analysis of other organizations military capabilities is bound to make a few enemies. Lazarus is fairly scrupulous about what contracts it takes, attempting to avoid military confrontations with corporations that have the power to take serious retribution. Fortunately, that is a rare limitation. Among the corporations that Lazarus has crossed swords with are Arasaka, Net 54, Orbital Air and Petrochem. The Group's staunchest corporate ally is Militech, from whom it purchases millions of dollars worth of military equipment annually. Several nations across Southeast Asia, Africa, South and Central America, and even Europe have run afoul of Lazarus mercenaries. Chief among these are Burma, Italy, Spain, Libya, the Congo, South Africa, Venezuela and Colombia.

KEY PEOPLE

NELSON KATZADOULOS

Nelson Katzadoulos is the wealthy financier who bankrolled the development of the Lazarus Group and reaps the lion's share of the profits. Katzadoulos is the scion of a patrician east coast family, and has a personal worth of close to three billion eurodollars. Although Emile Lazarus engineered the actual design and development of the Lazarus group, it was the funds provided, and the other investors recruited by Katzadoulos that made the formation of the corporation possible.

Katzadoulos lives on his family estate in an upper-class, northern suburb of New York, but he spends much of his time in penthouses in New York City, Miami, Tokyo, and in Washington D.C. where the Lazarus Group is headquartered. He alternates between managing the

financial affairs of the Group, dealing with his responsibilities as chairman of the board, and running his various other investments around the world.

Katzadoulos is 43, single, and rated by 'C' Magazine as among the corporate world's most eligible bachelors. He maintains a string of high-profile female friends and has a reputation for loyalty, extravagance and congeniality among acquaintances. He also has a reputation for shrewd financial management, dealing severely with those who would interfere with, or upset the stability of his investments. He has a younger brother, Roy, who is a research doctor for a La Jolla cybertech firm, and a younger sister, Sarah, who is married to a Los Angeles braindance star. The family keeps close ties to each other.

ROLE: Corp.

STATS: INT 9, REF 6, TECH 5, COOL 8, ATTR 9, LUCK 7, MA 6, BODY 7, EMP 9/5, SAVE 7, BTM -2.



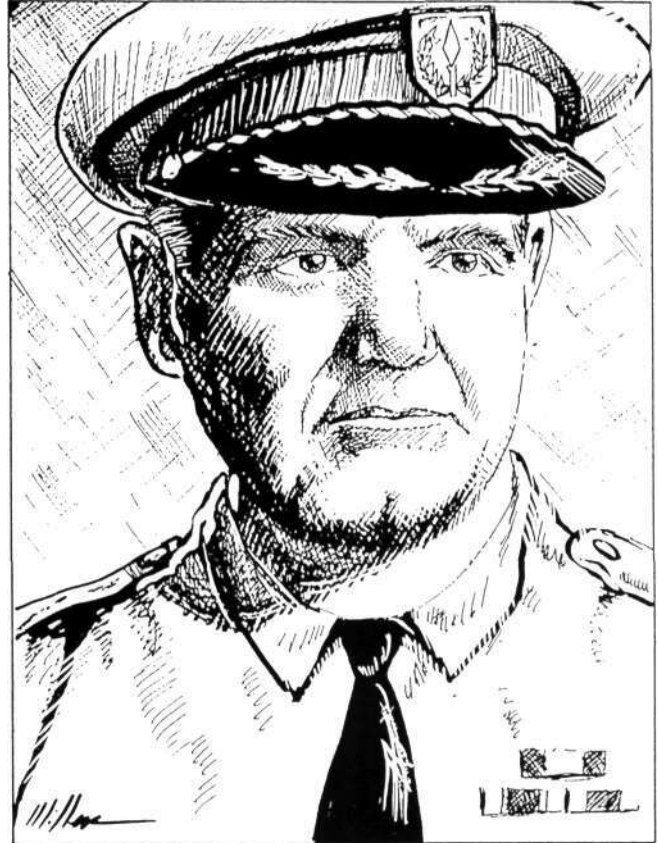
SKILLS: Resources 7, Wardrobe and Style 8, Social 7, Persuasion and Fast Talk 5, Seduction 6, Education and Gen Know. 6, Expert Investor 7, Expert Manager 5, Gamble 6, Stock Market 8, Handgun 3.

CYBERWARE: Basic processor, data-term link, interface plugs, chipware socket, Mr. Studd™, contraceptive implant, skin weave, toxin binders, basic cyberoptic, Times Square Marquee, microvideo optic, basic cyberaudio, phone splice, scrambler, bug detector, voice stress analyzer, homing tracer.

**COLONEL EMILE LAZARUS,
U.S. ARMY (RET.)**

Emile Lazarus is the grizzled old soldier who oversaw the assembly of the corporations military resources. Although Katzadoulos' financial clout and position as chairman of the board gives him the ultimate say over the Lazarus Group, Lazarus himself remains the corporations president and leader in the most basic sense of the word. He is charismatic, and boasts a long and distinguished military record. Soldiers around the world tell awestruck tales of his military adventures in Central and South America and around the world. Few other people could hold the necessary thrall over such a huge, diverse group of soldiers and keep them together as a viable fighting organization. Katzadoulos knows that Lazarus is essential to the success of the corporation, and the two of them have been close friends ever since the inception of the Group.

Lazarus is now 51 years old. He lives at an estate in Bethesda, Maryland, but divides most of his time between his Washington D.C. apartment and touring Lazarus military facilities and troop concentrations around the world. He lacks immediate family. He has an atypical reputation for a high executive: he likes to keep in touch with his workers. Lazarus exploits the bond between soldiers to maintain high morale among his troops and agents, breaking executive mores considered inviolable in other corporations. His competence, experience, and gruff leadership has made him an idol among many Lazarus Group troops, including some of the most jaded. Even soldiers who joined the Lazarus group after resigning ranks of Lt. General or General in national armies defer to his leadership.



Lazarus maintains himself in top physical condition and considers himself fit for active duty at all times. He has several cybernetic replacements due to wounds suffered in many combat engagements. He has been known to "drop in" and participate, unannounced, in Group military training exercises. As yet, Katzadoulos has drawn the line at allowing Lazarus to participate directly in combat, not wanting to sacrifice either his leadership or his friendship. This restriction chafes Lazarus, but he understands the wisdom of it.

ROLE: Solo.

STATS: INT 9, REF 10, TECH 7, COOL 9, ATTR 5, LUCK 3, MA 7, BODY 9, EMP 10/5, SAVE 9, BTM -3.

SKILLS: Combat Sense 6, Wardrobe and Style 3, Endurance 3, Intimidate 6, Leadership 9, Awareness/Notice 5, Hide/Evade 4, Military History 6, Wilderness Survival 7, Athletics 2, Driving 4, Pilot Vect. Thrust

Vehicle 4, Stealth 5, Weaponsmith 1, Pistol 4, Rifle 6, Submachine-gun 4, Heavy Weapons 5, Melee 2, Judo 3, Boxing 2, Expert Strategist 5, Expert Small Unit Tactics 6.

CYBERWARE: Basic processor, interface plugs, chipware socket, vehicle link, smartgun link, Sandevistan speedware, nasal filters, nanosurgeons, basic cyberoptic, targeting scope, image enhancement, anti dazzle, basic hearing module, amplified hearing, radio link, level damper, Superchrome® right cyberleg and left cyberarm with reinforced joints. Cyberarm has a toolhand.

COLONEL. DOUGLAS LLEWELLYN

Colonel Douglas Llewellyn, formerly Brigadier General Douglas Llewellyn of the Royal Marines, is an old acquaintance of Lazarus', and is the Groups' second highest ranking military officer/executive. If anything should happen to Lazarus, Llewellyn is first in line to succeed him for the Groups' top military job. Llewellyn served in the British Royal Marines for several years, leaving at Lazarus' and Katzadoulos' request to accept a commission in the Lazarus Group. Llewellyn had participated in several combat engagements for the crown, including Northern Ireland and the 1999 Hong Kong riots, and had credentials almost as good as Colonel Lazarus. He had refused in 2005 to resign his commission in the Royal Marines in order to Join EBM's corporate army, and had successfully thwarted two EBM extractions before Joining the Lazarus Group in 2015.

Lazarus and Colonel Llewellyn met in 2007, when Lazarus was serving as a mercenary in Zimbabwe and Llewellyn was assigned as an advisor by the British government. They found that they had similar tactical styles and experience. Much of their off-duty time was spent getting drunk together and rambling through the brothels of Zimbabwe's capital, Harare. Both left Zimbabwe later that same year, but remained in touch ever after.

Llewellyn is 53 years old. He and his family live on an estate in Scotland. As with Lazarus, Llewellyn spends



much of his time in Washington and touring the Group's facilities. Llewellyn is a striking man, tall and thin, with no visible cyberware other than sockets and plugs. He has a reputation as a hard and unforgiving leader, demanding top performance from his troops at all times. Llewellyn is not without dark secrets: he has become cynical and power hungry over the years. Although Lazarus is yet unaware, Llewellyn covets the top Group military job, and is privately scheming to have Lazarus removed, discredited or killed. Llewellyn's plot is in its early stages now, and Lazarus has no idea of his friend's duplicity.

ROLE: Solo.

STATS: INT 8, REF 7, TECH 7, COOL 6, ATTR 8, LUCK 6, MA 7, BODY 7, EMP 8/6, SAVE 7, BTM -2.

SKILLS: Combat Sense 7, Wardrobe and Style 6, Interrogation 10, Leadership 5, Awareness/Notice 5, Education and Gen Know. 7, Expert

Strategist 5, Expert Small Unit Tactics 4, Expert Urban Combat 5, History Great Britain 3, French 3, Dodge and Escape 5, Pistol 6, Rifle 6, Submachinegun 3, Stealth 3, Demolitions 2, Boxing 5, Driving 5.

CYBERWARE: Basic processor, Kerenzikov boosterware level 2, smartgun link, interface plugs, chipware socket, pain editor, basic cyberoptic, targeting scope.

CAPTAIN EDWARD LLEWELLYN

Edward Llewellyn is Douglas Llewellyn's handsome 26 year old son, a graduate of Cambridge University and the British SAS commando school. He is now a special operations agent and cadre trainer for the Lazarus group. Edward is a fine young man, raised in the best spirit of the military tradition. He and Emile Lazarus have been friends ever since Lazarus became acquainted with his father, and he thinks of Lazarus as an uncle. Lazarus loves the boy, and treats him like the son he never had.

Captain Llewellyn is not in on his father's plan to oust Lazarus. He is, however, beginning to suspect the former Brigadiers ambitions. If he becomes more certain, he will attempt to warn Lazarus of the imminent betrayal. The elder Llewellyn encourages his son's friendship with Lazarus, believing that his son lacks knowledge of his plans, and that the relationship will make Lazarus more trusting, and therefore vulnerable.

ROLE: Solo.

STATS: INT 7, REF 10, TECH 6, COOL 10, ATTR 10, LUCK 1, MA 8, BODY 8, EMP 7/5, SAVE 8, BTM -3.

SKILLS: Combat Sense 7, Resist Torture/ Drugs 3, Awareness/ Notice 7, Education and Gen Know. 4, Expert Black Operations 5, Expert Commando Operations 5, Hide/Evade 6, Shadow/Track 6, Teaching 4, Wilderness Survival 4, Driving 6, Pilot Fixed Wing 4, Handgun 7, Rifle 7, Submachine-

gun 4, Melee 5, Stealth 4, Demolitions 8, Elect. Security 4, Aikido 4.

CYBERNETICS: Basic processor, interface plugs, smartgun link, chipware socket, basic cyberoptic, targeting scope, teleoptics, Low Lite™, Times Square Marquee, basic cyberaudio, amplified hearing, radio link, scrambler, wide band radio scanner.

PAUL ROBICHAUD, PH.D.

Dr. Robichaud is president of the Katzadoulos Military and Strategic Sciences Foundation and senior fellow and director of the Lazarus Military Institute. His analytic and academic skills in the field of military, political and strategic science are unrivaled. Robichaud pursued undergraduate history studies at the Sorbonne, in his native France, and then went on to graduate work at Cambridge and Harvard. After receiving his doctorate, he went to work for the French government. In 2005, Robichaud left government work for the private industry, doing analysis for Jane's, and then when Jane's went defunct, for the London Based think tank Headley, Cromwell and Webber. In 2012, Robichaud secretly petitioned the Lazarus group for extraction. One successful black operation later, Robichaud joined the Foundation. He has been at its forefront ever since, teaching, researching, and publishing and editing the *Review*.

Robichaud is currently 66 years old, with a kindly demeanor that belies a lifetime spent studying the politics and mechanics of warfare, violence and death. Robichaud and his wife live in northern Virginia, a short drive from the Foundation complex. Their estate is always under guard, due to the threat of extraction. As a valuable property, corporations and governments worldwide desire Robichaud's services .

Robichaud eschews all cyberware, but has a wafer-thin homing beacon implanted in his arm, with a five mile range and a distress signal that can be activated by firm pressure. The frequency is monitored 24 hours by a quick response anti-extraction team based out of Arlington, only a five minute Osprey flight from Robichaud's estate.

ROLE: Corp.

STATS: INT 11, REF 4, TECH 8, COOL



6, ATTR 4, LUCK 7, MA 3, BODY 5, EMP 8/5, SAVE 5, BTM -2.

SKILLS: Resources 8, Personal Grooming 3, Wardrobe and Style 2, Oratory 7, Social 3, Composition 10, Education and Gen Know. 10, Expert Military History 10, Expert Strategic Studies 9, Expert Political Science 9, Expert World History 7, Expert Economics 7, Expert Psychology 4, Expert Analyst 8, Expert Editor 4, English 7, Library Search 5, Teaching 6.

CYBERWARE: None except beacon.

BROOKE BAILEY ATCHISON

Brooke Bailey Atchison is the 28 year old corporate executive in charge of procurement for the Lazarus Group. She works out of the Washington D.C. office, and is constantly juggling multi-million eurodollar equipment

contracts and purchase orders with military manufacturers around the world. The efficient operation of Ms. Atchison's department is essential to the smooth functioning of the Lazarus group. Troops and agents around the world must be kept constantly supplied with items ranging from toothpaste to turbofan engines and TOW II missiles.

Ms. Atchison surprised everyone in the corporate office by rocketing through the white collar ranks to become one of the youngest non-combat department heads in the Lazarus Group. She is supremely confident, intelligent and a ruthless executive. Many a competitor has been diverted by her sweet good looks and then destroyed. Atchison keeps her high position within the company by maintaining a web of loyal contacts in, and out, of her department. Also, she continues to be the best procurement chief the Lazarus Group has had, or is likely to find.

Ms. Atchison has been the object of several assassination and extraction attempts. Assassination attempts have come from people inside the corporation who covet her high position or resent her power, and from organizations outside the corporation who know that disrupting her department could cause problems with the supply of Lazarus' troops. She is now under 24 hour monitor and guard.

ROLE: Corp.

STATS: INT 9, REF 6, TECH 8, COOL 9, ATTR 10, LUCK 4, MA 5, BODY 5, EMP 10/6, SAVE 5, BTM -2.

SKILLS: Resources 8, Personal Grooming 6, Wardrobe and Style 6, Human Perception 3, Seduction 8, Social 4, Persuasion and Fast Talk 5, Accounting 5, Education and Gen Know. 5, Expert Military Hardware 4, Expert Logistics 7, Expert Procurement/Contracting 9, Japanese 4, German 4, Tae Kwon Do 5, Pistol 2.

CYBERWARE: Basic processor, data term link, chip-ware socket, interface plugs, shift-tacts, chemskins, contraceptive implant, audio/video tape recorder,

cybersnake (throat mounted), basic cyberoptic, Times Square Marquee, basic cyberaudio, bug detector, phone splice, voice stress analyser, digital recording link.

BASIC LAZARUS GROUP SOLDIER

This is the typical enlisted Lazarus Group mercenary that might be found on assignment anywhere in the world. They can be male or female, typically between 19 and 30 years of age.

ROLE: Solo.

STATS: INT 6, REF 8/?, TECH 6, COOL 7, ATTR 5, LUCK 5, MA



8, BODY 7, EMP 7/?, SAVE 7, BTM -2.

SKILLS: Combat Sense 5, Awareness/Notice 5, Expert Jungle Combat 2, Expert Urban Combat 2, Expert Desert Combat 2, Expert Maritime

Combat 2, Expert Soldier 2, Hide/Evade 4, Wilderness Survival 5, Melee 3, Karate 4 Pistol 4, Rifle 6, Submachinegun 4, Demolitions *or* Heavy Weapons *or* a Vehicle Operation *or* a Tech/Medical Skill 6.

CYBERWARE: Various.

POSSIBLE VARIATIONS:

FOR OFFICERS: INT 7, Leadership 5, Education and Gen Know. 5, Expert Small Unit Tactics *or* Support/Logistics 5, +2 to soldiering specialties (i.e., Urban, Desert, etc.).

FOR SOLO OPERATIVES/CADRE/SPECIAL AGENTS/BLACK OPS:

INT 8, BODY 8, Endurance 2, Interrogation *or* Intimidation *or* Streetwise 4, Leadership 2, Awareness/Notice 7, Education and Gen Know. 3, Hide/Evade 5, Expert Infiltration *or* Expert Assassination *or* Expert Extraction 4, Shadow/Track 3, Wilderness Survival 4, Various Martial Arts 3-5, Melee 5, +3 to weapons skills, +2 to soldiering specialties.

FOR AN INSTITUTE INSTRUCTOR:

Teaching 7, History *or* Military History *or* Political Science *or* Military Technology 5-10, Expert Political *or* Military Analysis 5-10, Library Search 6.

BASIC LAZARUS GROUP CORP

These are the typical executives who do support, non-field logistics, management and marketing for the Lazarus Group. They can be found at the Lazarus Tower in Washington D.C., and in smaller regional offices around the world.

ROLE: Corp.

STATS: INT 7, REF 6/?, TECH 5, COOL 7, ATTR 7, LUCK 5, MA

6, BODY 7, EMP 8/?, SAVE 7, BIM -2.

SKILLS: Resources 5, Personal Grooming 2, Wardrobe and Style 2, Accounting *or* Expert Analysis *or* Expert Economics *or* Expert Marketing *or* Expert Management *or* Expert Procurement *or* Expert Logistics/Support 6, Expert Military Hardware 1-5, Various Martial Arts 1-4, Various weapons Skills 1-5.

CYBERWARE: Various.

**POSSIBLE VARIATIONS:
FOR INSTITUTE INSTRUCTOR:**

as above, under

SOLOS FOR LIAISON:

Former military officers gone corp, they form the link between the executive and military branches of the corporation. Liaisons have 'Officer' soldiering skills and stats, but have the role Corp, and *Resources* as their special ability. Their optional skill is Expert Liaison 6.

CURRENT MARKET STRATEGY

The Lazarus Group has two distinctly different marketing goals, each of which demands its own strategy. To sell its product, Lazarus must be able to convince corporations, governments and powerful individuals around the world that its troops are the best available. In order to provide those troops Lazarus must woo the general population, and persuade talented individuals from around the world, experienced and inexperienced, to join up.

SELLING THE PRODUCT

Lazarus advertises its services around the world. Its primary clients are large corporations and small countries, and it is toward these markets that the Lazarus Group's

in-house advertising department directs most of its efforts. Regular circulars are sent out to potential client corporations. These are flashy, color affairs which present a shallow, glossy look at the Group's military capabilities. Ads run in corporate periodicals, and are placed on corporate sector billboards. Commercials run during corporate oriented network programming and on corporate broadcast channels. Huge advertising icons stand in the corporate areas of the Net's virtual universe.

For nations, and anyone else who might be interested, Lazarus also heavily saturates all military periodicals and programming with advertising. Since the widest read military journals in the world are the *Lazarus Military Weekly* and the Lazarus-published *World Military Forces Review*, every issue of these publications naturally carries several ads for its parent corporation's primary service. There's nothing like free advertising, especially in 2020! It bears pointing out, however, that in the interests of maintaining integrity, the Lazarus journals accept ads from competitors and enemies. Anyone who can front the steep cost for Lazarus journal ad space is welcome to have their say. Even Arasaka, which has, at best, a rocky relationship with Lazarus, takes out regular ad space in the *Weekly*, and in the *Review*. Besides the house organs, Lazarus ads run in other military journals, such as *Euro Defense Monthly*, *Aviation Week*, the *Annual Assault Weapon Catalogue*, *Kuroshita Current Military Technology*, and the prestigious *Weatherby's International Corporate Forces and Deployment Monthly*.

All Lazarus print and media ads have two phone numbers attached to them. One is a standard 800 number for information. Dialing that number anytime, day or night, connects you with a Lazarus operator who will answer questions, and arrange for further materials to be sent to you or a contract and sales representative to pay a call on you anywhere in the world. Other sales and presentation items available from Lazarus include brochures, computer and virtual disks and chips detailing information and prices for services and options available from the corporation. The sales material contains no classified information. The second number on Lazarus ads is the quick response hotline. This number can be used by anyone, whether they have a Lazarus contract or not, to order a quick response deployment. Callers on the hotline speak to a special representative who will handle their case until it terminates or becomes a regular contract. The caller is subject to verification of authenticity and credit



A welcome
sight in
troubled
times.

LAZARUS
FORCE PROJECTION

Recruiting &
Information
1-800-555-1212
Rapid Response
1-800-555-1212

Typical Lazarus periodical advertisement

and strategic checks. If everything looks good to the Lazarus agent handling the case, a military team will be delivered to the callers specifications, under Lazarus quick response guidelines (see *Main Product and Intent*). Persons who default on quick response payments or who abuse the hotline are liable to find themselves on the wrong side of a Lazarus strike team.

RECRUITING THE TROOPS

Lazarus will recruit anyone, experienced or not, whom they feel has the potential to be an effective combat asset. Since the pool of potential combat employees spans a wide spectrum, from wetnose high school kids to street-wise, battle-hardened solos, to retired field grade officers and analysts, Lazarus must recruit in a variety of ways. For the inexperienced, Lazarus runs advertisements during network shows popular with people age 17 to 25. These ads tend to emphasize short and medium enlistment periods, during which the candidate can gain skills and experience that will supposedly prove valuable later in life. The truth is, once you sign up with Lazarus, they will do everything they can to keep you on board, offering re-enlistment bonuses, lifetime commitment bonuses, and promises of advancement. In big cities, Lazarus usually has one or two small recruiting offices; like the national armed forces, only slicker. Also, the Group frequently holds recruitment seminars on high school and college campuses, and in underprivileged areas of the cities, where the emphasis is on the corporation being a means of escape from the underclass and into respectability.

For the more experienced solos, and veterans of other armed forces, the recruitment campaign usually runs in

a slightly different vein. Ads are placed in firearms and military technology journals, as well as periodicals geared specifically toward soldiers and solos. These ads emphasize the success record and respectability of the Lazarus Group, the opportunities for adventure around the world, and the stability of a regular, competitive paycheck. There are also pay and rank bonuses for experienced candidates.

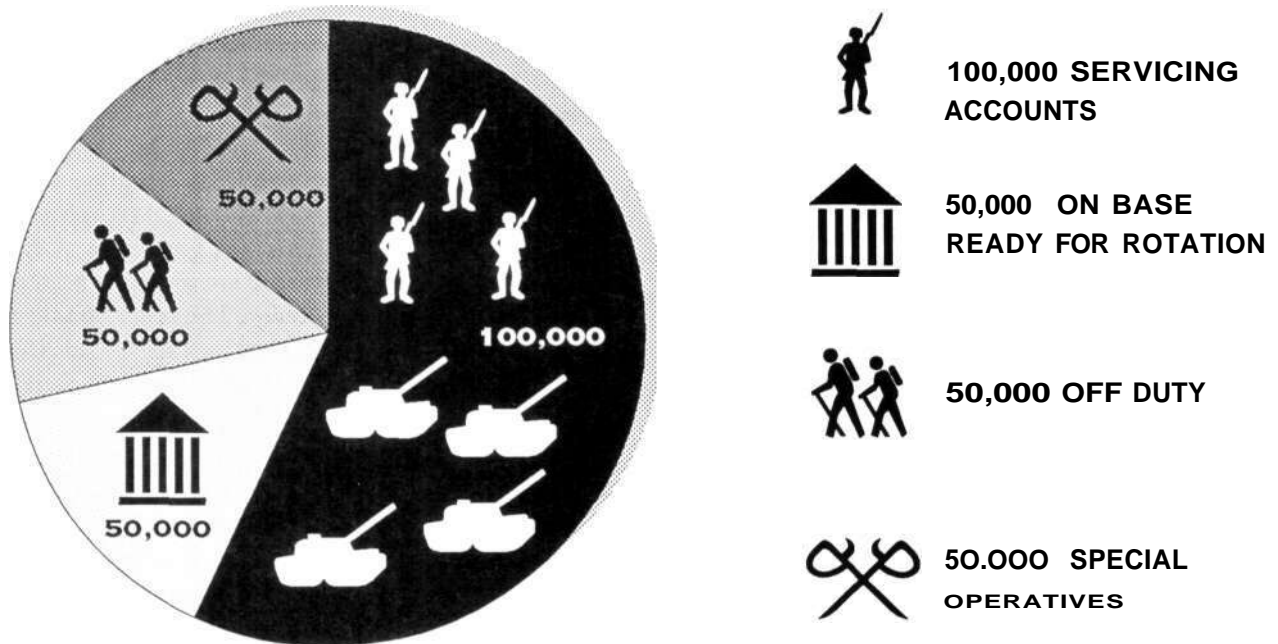
For specialized individuals, such as field grade officers and analysts, recruitment is frequently carried out on a personal basis. Lazarus will send a representative to meet with the individual they wish to hire. The representative is authorized to negotiate contract and salary particulars. Lazarus' reputation and financial generosity are usually sufficient to persuade candidates to join up. In cases where the candidate is already under contract, extractions are arranged. They also use the personal method to recruit particularly desirable solos or operatives who have not expressed a desire to join the corporation.

Recruitment and hiring of staff and executives for the management side of the Group is handled like any other corporation. Representatives visit college campuses, and ads run in periodicals like 'C' Magazine. Working on the corporate side of the Lazarus Group is considered a perfectly respectable job in the professional world.

PUBLIC RELATIONS

The Lazarus Group, unlike certain other corporations, goes to considerable pains to maintain a good image in public eye. Since so much recruitment takes place from the general population, it is important that people feel positive about the corporation. This can be tricky when the main service is military contracting, i.e., destruction and warfare. Lazarus spends a considerable amount of money on public relations and image advertising. The prestigious, and costly Washington D.C. public relations firm of Jenner, Anatolyev, Rodriguez and Blume handle the Lazarus account, and devotes a large amount of time to seeing that the worldwide perception of the Lazarus group, at least among the ignorant masses, is that of a benign protector of those too weak to fend for themselves, and as a means of character building and escape from poverty for the world's youth. Jenner et.al. work closely with Lazarus' ad department, and lobby fiercely around the world on Lazarus' behalf. The P.R. campaign has been quite successful, despite debunking attempts by several of the Group's enemies.

TROOP AVAILABILITY



UNIFORMS, EQUIPMENT AND PERSONNEL

There is a pretty wide latitude in standard dress and equipment among Lazarus troops and executives, but a few basic rules govern both arms of the corporation.

EXECUTIVES

Executives at the Lazarus Group have a fair degree of freedom in how they dress, and there are no ironclad common denominators that might make them stand out in a crowd. Indeed, the Lazarus Group probably permits a greater degree of freedom among its civilian employees than many other corporations. As a rule, the corporation considers appropriate executive attire the norm, but no restrictions are placed on cut or coloration, and there is no unofficial conformity rule (such as the one that dictates that all EBM employees must wear white shirts and have matching belts, shoes, and wallets).

There are a few dress mannerisms that Lazarus executives do tend to exhibit in common, but they do it more out

of pride than due to any dress code. For instance, as with many other corporations, Lazarus white collar employees frequently wear a lapel pin with the corporate logo, or wear the company tie. Lazarus treats its executives and staff well, and there is a high *esprit de corps* among the corporate employees.

There are some particulars in the dress code for executives who are former Lazarus soldiers, or who have been recruited from other armed forces. They are permitted to wear their Lazarus or national military dress uniforms in place of corporate attire if they wish. In practice, executives who are military veterans tend to wear their dress uniforms only at formal occasions, preferring more run of the mill suits for day to day use. It is common, however, for veterans to wear a second lapel pin that represents military experience and indicates the wearer's former rank. In addition, the shirt-pocket I.D. tags worn by all Lazarus corporate employees show whether the wearer is a service employee, staffer executive, and whether the employee has had military service, and/or belongs to the Foundation. Active duty Lazarus soldiers called to the executive offices for one reason or another are usually permitted to exchange regular corporate attire for military uniforms if they wish.

**THE HIGHEST RANK AWARDED
IN THE LAZARUS GROUP is
COLONEL, BUT THERE ARE FIVE
LEVELS WITHIN THAT RANK.
EMILE LAZARUS REFUSES TO
USE GENERAL BECAUSE HE is
THE GROUP'S COMMANDER IN
CHIEF, AND COLONEL WAS HIS
RETIREMENT RANK. ALSO, HE
REFUSES TO ACCEPT
PROMOTION FROM ANY NON-
MILITARY BODY, SUCH AS A
CORPORATION, SO HIS RANK
WILL NEVER GO UP.**

In keeping with the widespread acceptance of the eccentricity of academics, there are almost no rules at all governing the attire of Foundation teachers and analysts. As long as you don't stroll around the campus naked, people are unlikely to take note of any personal oddities. Nevertheless, one is much more likely to see veterans and active service people wearing their uniforms at the Foundation than in the executive offices.

Equipment carried by executives, service employees and Foundation members varies, but there are some standardizations. All executives and Foundation employees carry company provided Trauma-Team cards. Lazarus maintains a corporate account with the Trauma-Team International Corporation, and the card is part of the standard benefit package. In addition, any personal weapons carried by Lazarus employees must be Militech. Lazarus has an exclusivity and endorsement contract with Militech, and receives Militech products at a discount (see below: Vehicles, Weapons and Equipment).

**TROOPS: AVAILABILITY,
ROTATION AND PAGING**

Before detailing the uniforms and equipment of the different types of Lazarus troops, it bears explaining how on-duty and off-duty time work, and how soldiers and agents are summoned when needed. The Lazarus group has roughly a quarter of a million troops. Of these, about 200,000 are standard line troops: light, airborne, marine and mechanized infantry divisions. About half these troops are servicing accounts at any given time. Of the remaining troops, about 50,000 are on base and ready for rotation or rapid deployment. The other 50,000 are off duty, and live on-call at whatever civilian accommodations they have. If they have no civilian apartment, they stay on base, but are at liberty to travel freely. All off duty troops have pagers, and can be summoned back into active service within 24 hours. Failure to respond to a pager means disciplinary action or dismissal. The rotation schedule is four months: three and a half months on duty, or on assignment, and two weeks off duty. The off-duty period is paid, but troops are free to seek outside income during that time as long as they respond to pager calls, and meet physical fitness requirements when they go back on duty. Depending on demand for troops, and fluctuating world situations, Lazarus reserves the right to cancel or suspend all leaves without any advance notice.

Special operatives, strike teams and cadres number about 50,000 troops, and work under a different on/off duty system. They are required to spend only three months out of the year stationed at bases. During this time they retrain, and undergo fitness and skill checks. During the rest of the year, these soldiers live in homes or apartments in the general vicinity of their Lazarus home base. (If they wish, they can even live on the base, but for obvious reasons, this is not a common choice.) They are free to travel at will as long as they check in once per week. Like regular soldiers, special operatives and agents carry, or have implanted, pagers tied into the Lazarus satellite system. The corporation triggers the pagers when the agent or team is needed for a mission. When the pagers go off, called soldiers must enter their personal acknowledgment code immediately to confirm their reception of the summons. They then have twelve hours to report to home base and receive their assignment. As with general troops, failure to acknowledge or respond to summons is, of course, grounds for punishment or dismissal.

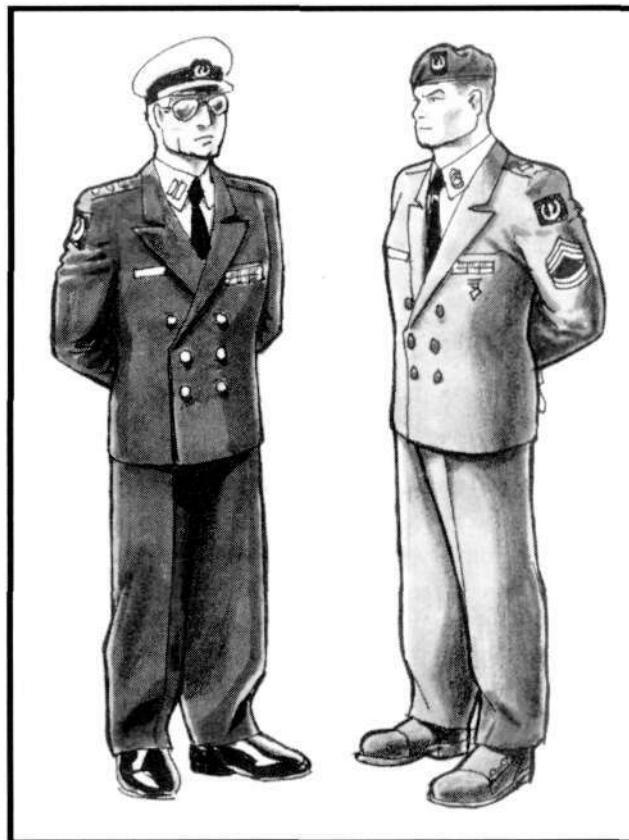
Lazarus special soldiers are paid full salary for their three months on-base duty, and combat salary plus bonuses for time spent on assignment. They receive only half salary for on-call time, but they are free to seek outside employment during that time, provided it falls within Lazarus guidelines, and so long as they respond to their pagers without delay. This freedom is a selling point that enables Lazarus to attract top talent from around the world. As with regular soldiers, special operatives can be recalled to full-time on-duty status without advance notice.

Advisors and military field consultants are subject to the same constraints as special agents and cadre/special ops soldiers, except that they are expected to spend a large amount of their down time studying current military equipment and techniques, and world tactical and strategic situations. Most advisors spend much of their on-call/off duty time at the Foundation.

SOLDIERS: UNIFORMS AND EQUIPMENT

When off duty, or at on-call status, standard and special ops soldiers can wear whatever they like. When on-duty, or on assignment, there are a variety of uniforms. The enlisted and officer standard fatigues consist of pants, t-shirt and tunic with a camo pattern based on the black and grey 1998 German urban combat issue, and black, velcro-fastening combat boots. A bush hat or cap completes the ensemble. Matching kevlar helmet and web gear are normal in combat. Options include waterproof versions, a field jacket, body armor, and other camo patterns such as woodland, desert, snow, and a special issue night pattern with an anti infrared system. The special ops teams and agents favor the night camo, which is black, shot through with dark grey triangles to disrupt the wearer's outline.

Rank appears on the headwear, collar wings and right breast for officers and on the arms for enlisted men. Unit and specialty appear on the left shoulder, the Lazarus logo on the right. There are more esoteric variations on the uniform for special situations, including flight jumpsuits, paratroop outfits, underwater equipment, and so on. Troops on field assignment out in the bush, like their counterparts in armies around the world, tend to wear whatever is most comfortable and practical at the moment.



Officer and NCO in dress uniform

Soldiers combat kits contain assault weapon and pistol, water, field radios, binoculars, knife, concentrated rations, bedding, compass, pocket tactical computer/digital map/global positioning receiver, and ammunition and cleaning supplies for whatever firearms the soldier carries. There are also a variety of engineering, demolitions, medical, recon and booby trapping equipment that can be carried by specialized troops. Lazarus does not issue its line soldiers smartchipped weapons, but it does encourage soldiers to smartchip themselves and their weapons. Cybernetics and weapons upgrades are frequently offered as combat bonuses instead of money. Smartchipped weapons are normally issued to special ops soldiers and agents.

Dress uniform for enlisted men is an olive green suit with polished black boots and a beret. Rank is indicated by cloth insignia on both shoulders. Unit and specialty appear in cloth, above the rank marking on the left shoulder. Non-coms wear four-year hashmarks on their sleeves. A metal company logo is on both collar wings, and in cloth above rank on the right shoulder. Medals and campaign bars are on the left breast, name and rank are on the right.

For officers, the dress uniform is a navy blue suit with a round, white cap, gloves, and polished shoes. All rank, unit and company logos appear as on the enlisted uniform. There is a half dress uniform for use in guard situations where a full combat uniform would be too overt. The jacket is usually forsaken and a pistol belt is added. For officers, the hat and gloves disappear, and combat boots supplant the polished shoes. The cut of enlisted and officer dress uniforms is current corporate. In some situations, high ranking officers who are veterans of national armies wear their original, pre-Lazarus dress uniforms. This typically happens at Foundation functions, or other events where the Lazarus Group wishes to show off the world-spanning origins of its command officers. It is appropriate for both enlisted men and officers to wear straight, unmarked business suits in some formal and business situations.

RANK IN THE LAZARUS GROUP

The highest rank awarded in the Lazarus Group is Colonel, but there are five levels within that rank. This enables the command structure to function at high levels, and satisfies those Lazarus officers that had previous ranks higher than Colonel. Emile Lazarus refuses to use Lieutenant General or General because he is the Groups commander in chief and Colonel was his retirement rank. Also, he refuses to accept promotion from any non-military body, such as a corporation, so his rank will never go up. Stripes on the fatigue collar and on the shoulder-boards of the shirt and jacket of the dress uniform indicate the five divisions of Colonel.

Chain of command in the Lazarus Group works in a manner similar to the U.S. Army, but there are some simplifications. From the bottom up, Lazarus ranks are as follows: Cadet (boot), Private, Corporal, Sergeant, Staff Sergeant, Sergeant Major, Sub-Lieutenant (officer trainee), Lieutenant, Captain, Major, Lieutenant Colonel and Colonel from one stripe to five stripe. The five Colonel ranks are known as *bar*, *deuce*, *tri*, *heavy* and *full* in soldier slang. Rank insignia are similar to the U.S. Army; chevrons for enlisted men, one bar for a Lieutenant, two bars for a Captain, an oak leaf for a Major, an eagle for Lt. Colonel. Eagles with multiple lines underneath are used for the 'striped' Colonels.

Promotions in the Lazarus group are awarded by merit and time served. Officers must have college degrees or extensive combat experience.

LAZARUS SOLDIERS AND COMBAT DRUGS

Officially, Lazarus will neither confirm nor deny the use of combat drugs by its troops. It is however, widely rumored to be a common practice among mercenary corporations. Two drugs in particular have been associated with Lazarus troops. One is the fairly benign, stimulant/awareness heightening drug Dialacopamine, produced by Biotechnica and known on the streets as Spotlight. It is popular with special ops troops on infiltration and ambush missions. The other is a 'dorph and aggressiveness booster made by Sturm-Schaller SA in Germany, and called Lapazole LM. Known on the streets as HappyKill, it is a lethal combat drug, dangerous and addictive. HappyKill was tested on Lazarus troops for a while, then discarded as too dangerous. There is a black market among the troops, and it still pops up from time to time.

SPOTLIGHT

Type: Enhanced Perception, Strength +2, Difficulty 17, Cost 425eb, Duration 1D6/2 hrs.

Increases *awareness skill* by 2 for duration. Side effects of repeated use include 50% chance of psychological addiction and a 10% chance of nerve degeneration per dose after the 5th usage.

HAPPYKILL

Type Stimulant/Euphoric/Pain Negator/Mood Alterer, Strength +3, Difficulty 21, cost 525eb, duration 2D6 minutes.

This drug infuses the user with energy and pleasure and aggression all at the same time. Troops who use it before combat enjoy the killing and display an energy, aggression, and resistance to pain and shock that is frightening. Therefore, HappyKill. Unfortunately, troops who ran out of enemy before the drug's effects wore off tended display extreme agitation as they looked for a means to vent the aggression and energy created by the drug. This led the soldiers in some test units to attack each other. Side effects include physiological addiction, paranoia, delusions, and a 10% chance of psychotic rage. Aggressive behavior is not a side effect of this drug, but a desired effect. This drug is now popular among boostergangers, and it still pops up among soldiers in combat situations.

VEHICLES, EQUIPMENT AND WEAPONS

The Lazarus Group has a mutually beneficial exclusivity/endorsement contract with the Militech Corporation. This means that Lazarus uses Militech equipment whenever possible, and makes sure that the equipment is visible in ads and films of Lazarus combat actions. In return, the Group receives Militech's typically high quality merchandise in bulk for a substantial discount. Lazarus also conducts operational trials for experimental Militech equipment and weapons. The two corporations are closely allied, but it is wholly a marriage of convenience. Not all of Lazarus' equipment is manufactured by Militech...there are some products that are outside the manufacturing giant's purview. Non-Militech products come from a variety of sources. Here are some items commonly carried or used by Lazarus personnel.

MILITECH MK IV ASSAULT WEAPON (REVISED)



The Mk IV is a potent, heavy duty, bullpup assault weapon only recently introduced to the Militech Catalogue. Its recoil compensation system, and excellent design and balancing make it among the most controllable weapons available. It has recently become the standard issue weapon for all Lazarus non-airborne infantry units. It is also the standard issue rifle for U.S. infantry troops, complementing the Sternmeyer CG-13B, in service with special units, and the M-31a1 AICW just completing trials. The Mk IV is based on the old Mk III design (therefore Revised), and chambers the new hybrid 6.5mm round (damage 6D6-1). The 6.5mm is a new concept that Militech is currently trying to market. It packs a wallop close to that of the heavy duty 7.62mm cartridge, while retaining a flat trajectory, controllability, and light cartridge weight reminiscent of the 5.56mm round. A big selling point of the Mk IV is that it comes

with a quick change replacement barrel system that allows the weapon to be converted to 5.56mm within a few seconds, under battlefield conditions. 800eb.
RIF +1 N C 6D6~1/5D6(6.5MM/5.56MM) 3S3O VR

MILITECH DRAGON LIGHT ASSAULT WEAPON



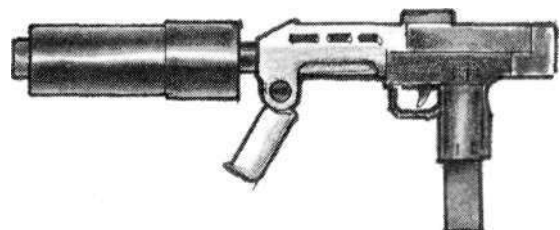
This is the standard Lazarus Group paratroop weapon, a light bullpup rifle chambered for the new 6.5mm round. It does not have a collapsing stock, but its compact design and light weight make it a practical weapon for airborne troops. The light weight of the hybrid 6.5mm cartridge means that paratroops can carry a large amount of ammunition on drops. It is designed to complement the Mk IV, and uses many of the same parts, including the sight, magazines, bolt and bolt carrier. 700eb.
RIF 0 N C 6D6-1 (6.5MM) 35 30 VR

MILITECH ARMS AVENGER



As seen in *Cyberpunk 2020*. The standard issue sidearm for all Lazarus troops. 250eb.
P O J E 2D6+1 (9MM) 1O2 VR

MILITECH VIPER SUB-MACHINEGUN



The standard issue sub-machinegun for those Lazarus troops who don't use assault rifles. Typically used by airborne noncoms and by special ops troops who need a powerful, silenceable weapon. The silencer is an extra 150eb, and subtracts 1 from the weapon's accuracy. When the silencer is used firing is still audible, but the sound is greatly reduced and carries less. 600eb, 150eb for silencer.

SMG 0 J P 2D6+3(10MM) 40 30

**MILITECH RENEGADE
SQUAD AUTOMATIC WEAPON**



The SAW commonly used by Lazarus troops. A light and effective weapon, firing 6.5mm hybrid ammo, and can take disintegrating belt ammunition or clips from the Dragon or Mk IV assault weapons. 1100eb.

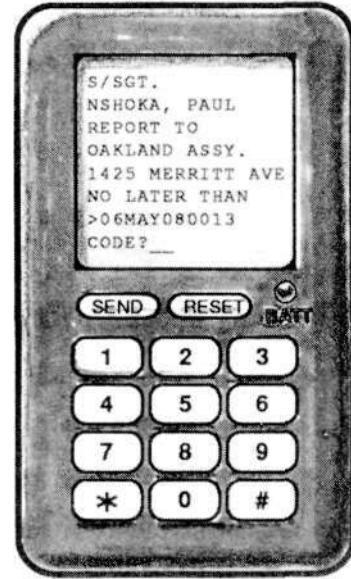
HVY 0 N R 6D6-1 (6.5MM) 200/35 20 ST

**BARCLAY AND Co.
INFRARED DEFEATING CAMOUFLAGE**

Barclay and Co. manufacture the night camouflage used by Lazarus special ops troops. The camouflage is lined to allow heat to escape, but in an irregular pattern that creates an I.R. signature less suggestive of a human form than that produced by someone in normal fatigues. Boots, pants, tunics, jackets gloves, helmet coverings and balaclavas are available. Lazarus typically uses only Barclay's night pattern camo, but the company manufactures several other patterns, and will even produce made-to-order designs for a price. Jacket 150eb, pants 50eb, tunic and boots 75eb, gloves, balaclava and helmet covering 30eb. The insulated cloth is also available in sheets of various sizes for tents and equipment camouflaging. 20eb per square yard. In game terms, the camo is -2 to infrared visual awareness rolls made vs. the wearer.

MICROCOMM PAGERSTAR

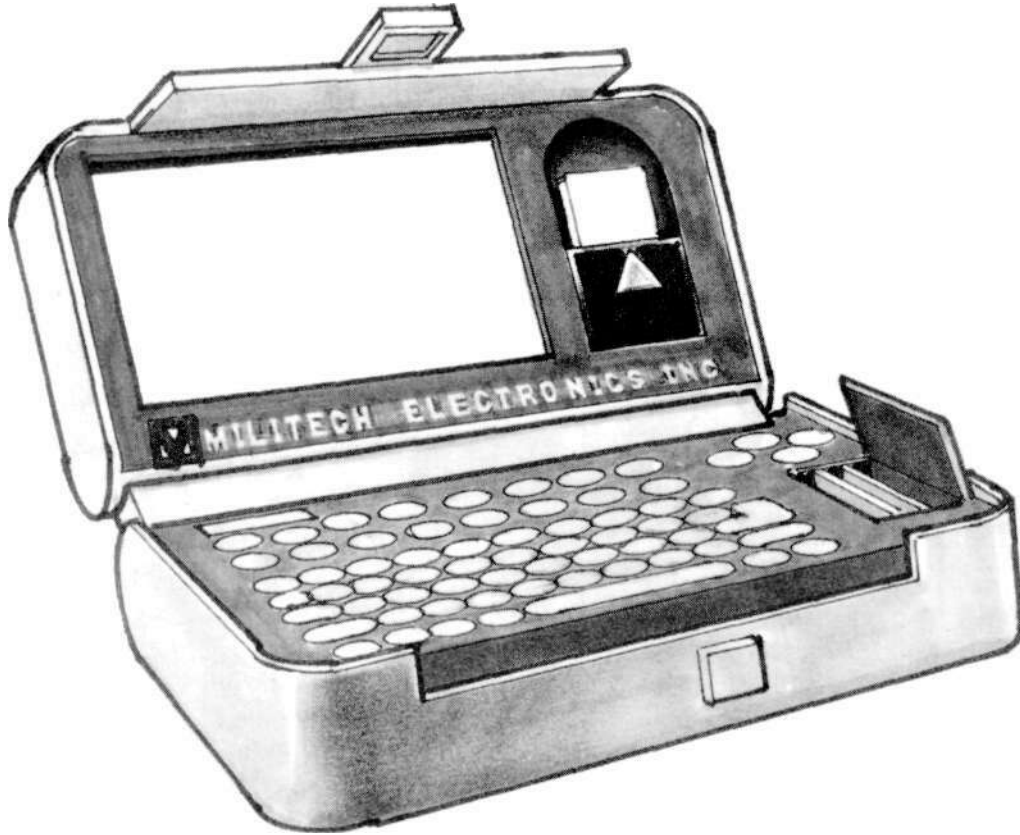
This is the pager unit issued to Lazarus soldiers for use when they are on-call. It is a small, belt mounted unit about the size of a cassette tape case. The unit is patched



into the operating company's satellite net (in this case, Lazarus'), through which each individual pager can be contacted from the home base's communications center. The units can be set to beep, vibrate silently, or wire directly to the wearer through cyberaudio when triggered. A liquid crystal screen displays a paging message of up to 100 characters. The Pagerstar has a small transmitter linked into the cellular broadcast net, and the wearer can signal receipt of the page message by entering a personal code on a ten digit numeric keypad. Units are powered by a two year battery, and are available as an individual service, or for corporations, in bulk with operating broadcast computers. Full confidentiality of paging messages and response codes is guaranteed. Price per unit, 100eb. Monthly service charge for individual account, 20eb. For corporations, a central broadcasting computer linked to either the corps satellite net, or the general cellular net is available for 100,000eb, but there is no service charge per unit.

MILITECH PERSONAL TACTICAL COMPUTER/GLOBAL POSITIONING SYSTEM

Known as a TacStac, this is a compact microcomputer about the size of a large book. It has a small (but full - function) keypad and a 7cm by 15cm full color screen. It is issued to all Lazarus troops, and contains technical and tactics data for equipment and troops found around the world. It also has memo, diary and date-book functions for everyday use. Included in the Lazarus issued units are instructions for use of Lazarus equipment, and Lazarus corporate regulations. By far

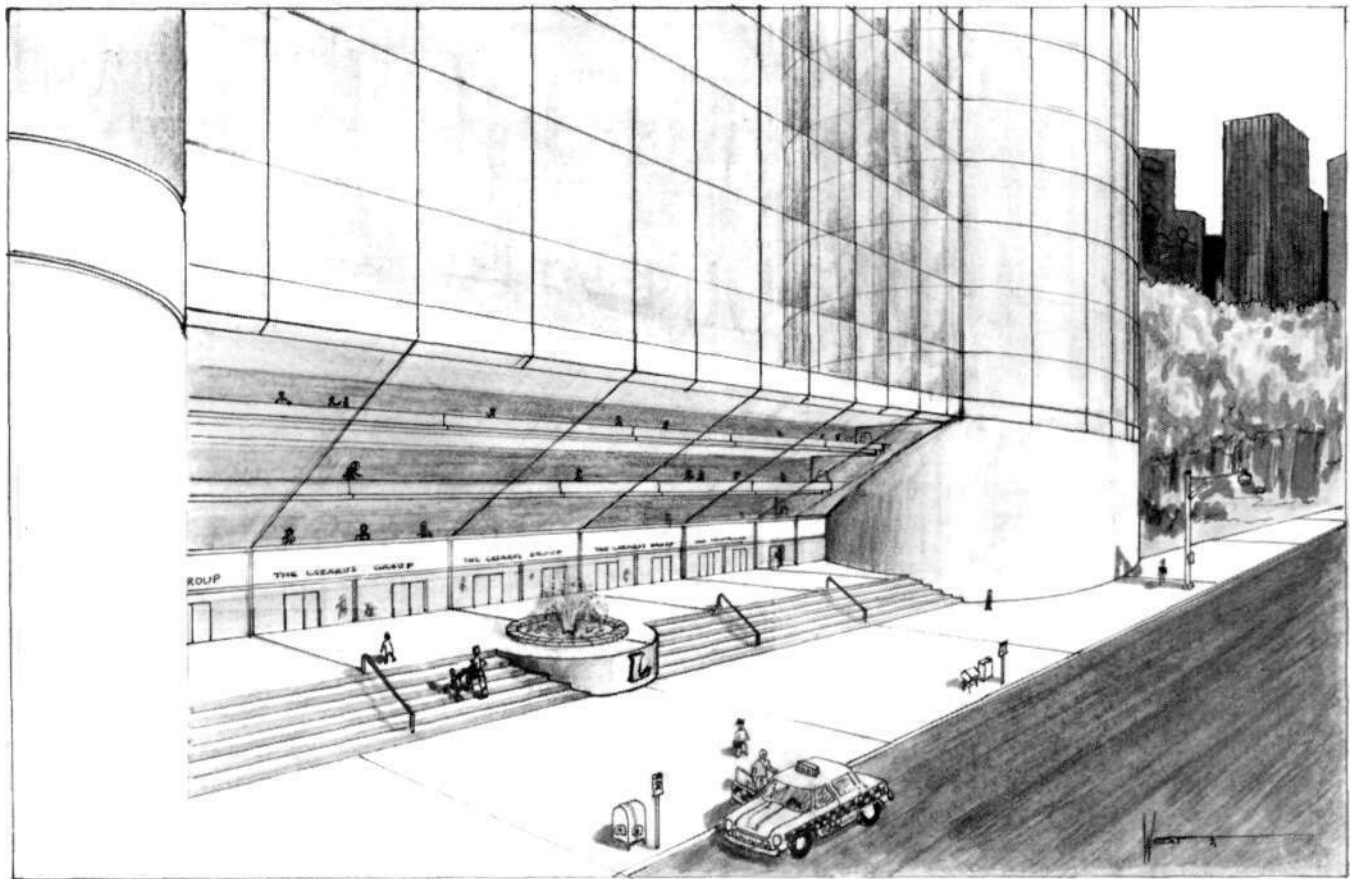


its most important use to soldiers is its global positioning function. The memory contains a hyperstacked map of the entire world, including major urban and terrain features. Cards offering current, detailed maps and satellite photos of cities and regions around the world can be plugged in for more specific information. Built into the unit is a pulse broadcaster and receiver for signals from the world net of Global Positioning Navstar 5C satellites. These enable the decks to display their position in coordinates to within 4m. When combined with the map function, the soldier can see his position relative to all local urban and terrain features. The keypad enables the user to input positions of friendly and enemy forces. A versatile and valuable tool for any soldier or solo. Detail cards are available for all major cities and all countries. Batteries are good for 4 hours, and the unit can be plugged into wall current. Many corporations and armies use TacStacs, and units encoded with national or corporate military information are hot black market items, often selling to collectors and solos for four or five times list price. Some newer ones are encrypted to prevent unauthorized access to sensitive data. Price per unit: 1000eb. Detail Cards: 50eb per unit.

SHANLING BIOLOGICAL RESEARCH INC. HIGH ENERGY FIELD RATION.

A typical MRE. Cost: 1.5eb per unit. Weight: 500 grams. 2500 calories each. Nutritionally balanced. Available in a number of equally tasteless varieties, and cursed by troops throughout the world. Two or three a day will keep you fighting, though. These are not dehydrated, and can be eaten straight from the package.

Also used, but not detailed here are various exotic and heavy weapons, aircraft such as the Osprey, AV series, and C-25 cargo plane, tanks, personnel carriers and other, armored vehicles, and a variety of special purpose small arms like shotguns and flechette weapons. Details on many of these items can be found under the equipment listings elsewhere in this book.



Lazarus HQ Rosslyn, Virginia

OFFICES AND KEY FACILITIES

The Lazarus Group is unique among *Cyberpunk* corporations in that it only has one really large office tower. Most of the Group's regional offices are somewhat small, low-key buildings located in suburban areas. Alternatively, since many local bureaus need not have more than a basic showroom, sales and consulting staff, even one small building can be overkill. It is common to find Lazarus sales offices in spaces leased out of city business towers. Of course, what Lazarus lacks in towering offices it makes up for with the Foundation campus and various training facilities.

THE LAZARUS HEADQUARTERS TOWER

LOCATION

The main Lazarus office, its executive base of operations, is a tower in the Virginia corporate center of Rosslyn.

Rosslyn is an area in Arlington County, just across the Potomac River from Washington D.C. Since developers have been unable to overturn the old ordinance that makes it illegal to build any structure taller than the Washington Monument within D.C. city limits, Rosslyn has become a construction Mecca for corporations who want offices in the D.C. area but can't build their towers in the city proper. Many a corporate office billed as residing in "Washington D.C." is really in Rosslyn. It's a cosmetic separation that doesn't seem to cause the corporations much inconvenience, especially since Rosslyn has a much lower crime rate than the city proper.

ARCHITECTURE

The Lazarus tower stands a modest seventy stories high, and is finished in synthetic white marble and lightly tinted glass. The base of the tower is trimmed with stainless steel. The light color scheme makes the Lazarus building less threatening than those of some other corporations. The tower slopes gently toward the top, giving the appearance of a thin, truncated pyramid. At the base, the four corners extend into a twenty story cylindrical subsection. The main entrance is nestled

between two of the cylindrical sections, and spans the extent of the exposed wall. It is recessed into the building a little, so the entrance concourse is shadowed by a glass walled, cantilevered overlook (see illustration). Gallery floors are visible through the cantilevered glass. These galleries afford a dual purpose: they enable the building's cafeteria and recreation area to be airy and well lighted, and, in times of crisis, the glass (actually a lightweight transparent plastic with excellent optical qualities) can be cleared by explosive bolts to give large numbers of Lazarus troops an unobstructed field of fire over the entire entrance pavilion. The roof is a landing area for AV type vehicles, helicopters and Ospreys.

The building is surrounded by a concrete plaza decorated with ornamental fountains. A raised central courtyard and fountain in the entrance concourse serve the dual purpose of decoration and acting as an obstacle to prevent vehicular bombs from reaching the glass walled lobby area.

Halfway up the front face there is a terrace built into the tower. The terrace cut extends upward for five stories before a glass cantilever similar that over the entrance concourse restores the building to its proper diameter. The terrace has a small, landscaped plot for recreational use by Lazarus employees. It also can be used as an emergency landing space for AV-4s and other small or medium sized vectored thrust vehicles. Two columns extend the ten stories from the corners of the terrace up to the top corners of the cantilever. The terrace and the galleries behind its cantilevered observation window afford a view over the Potomac and the central Mall in Washington D.C. (In D.C., the Mall is the green strip where the monuments, memorials and Capitol Hill are. *Not* a commercial mall.) Arlington National Cemetery is also visible from the terrace.

The Lazarus tower has the large subterranean area typical of most corporate towers. It contains an underground loading dock, parking areas, storage, and a small firing range for the tower's soldier contingent. Several combat vehicles are stored in the subterranean area for use in emergencies. The entrance is a wide driveway in the plaza at the rear of the building. Access is tightly controlled, and a system of retractable steel barrier prevents vehicular bombs from approaching the building or entering the underground area.

INTERIORS AND FACILITIES

The tower is serene and muted on the inside, with carpeted floors and pastel colors. The lobby is done in white marble—the real thing, not the structural polymer used outside the building. Elevators are recessed in alcoves against the back wall. Two large "islands" in the middle of the floor serve as receptionist stations. Decoration in the lobby runs to the abstract, with modern sculpture in stainless steel being the dominating theme. One wall is devoted to paintings and photographs detailing great moments in military history. Beyond the lobby there are no astounding changes. Except for purely functional areas, such as the infirmary, the interior remains largely consistent with the lobby in decor and scheme. The upper executive areas do display a little more luxuriousness, but in keeping with the military tradition of much of the Group's upper management, decor is generally elegant, not excessively opulent.

The tower's facilities include a gymnasium, two cafeterias, a computer area, weapons shops, a surgical infirmary, amphitheaters and audio/video programming rooms, conference centers, a communications center, and two large war/situation rooms where the graphics and tactics for current Lazarus military engagements or contracts can be called up for display and analysis. Besides the large war rooms there are several smaller strategy centers in the building for use by the company reps and rear commanders responsible for Lazarus contracts around the world. The Lazarus central computer, including the Foundation files, is located in the tower. Sleeping facilities include barracks for enlisted guards and staterooms for officers assigned to the headquarters. There are suites for upper executives, and bunkrooms for staff and lower executives who need to stay in the tower for extended periods of time.

Tower air resources usually include two AV-4s and two Ospreys. There are always two more Ospreys on quick-response call at the Lazarus Concourse in the Arlington/Rosslyn Corporate Air Center (Washington National Airport until 2006, when the Dulles expansion and express tubeway allowed that airport to absorb all the area's commercial traffic). Typical vehicles on station at the tower are light and heavy trucks, jeeps, secure and non-secure company cars, and four or five armored personnel carriers. Occasionally, when trouble is expected at the tower, a main battle tank is trucked in, but this is rarely done since the tracks tear up the plaza stonework.

PERSONNEL

The Lazarus Headquarters tower contains the permanent offices of Nelson Katzadoulos, Emile Lazarus, and the board of directors. It is also where the account managers and rear commanders for all Lazarus contracts work. All recruitment and procurement is coordinated out of the tower, and all personnel files are kept on hand there. There are 150 regular combat troops, ten solo operatives, and two five-man special ops cadres stationed at the tower at all times. Fifty more troops are billeted out at the Arlington/Rosslyn Corporate Air center. In dire emergency, up to three thousand soldiers can be brought in from the Lazarus troop barracks south of Arlington (see below). The troops at the tower perform all regular and honor guard duties and serve as a demonstration team for visiting executives and potential clients. Ten thousand people work at the tower regularly.

SECURITY

The troops on hand provide a high degree of security for the Lazarus tower. There are always armed guards visible in the lobby and at the entrance to the underground area. There are always four ceremonially dressed guards stationed at the entrance concourse, and their hourly changing is a favorite sight for local tourists. The weapons are loaded, however, and for every ceremonial guard, there are five invisible guards in full combat kit waiting to scramble in response to a threat. There is a twenty-four hour computerized security center deep in the building, where the remote sensors, cameras, air defense, and security troop deployment is controlled from. A special ops Major or Lieutenant Colonel is on duty in the security center at all times, ready to coordinate any counter-intrusion or defense measures.

REGIONAL OFFICES

There are large Lazarus Group regional offices in major cities around the world, including New York, Chicago, Night City, London, Berlin, Tokyo, Seoul, Cairo, Nairobi and others. These are usually discrete buildings tucked away in suburban industrial parks. The regional offices serve as coordinating and resource centers for all Lazarus contracts in the area, and offer information centers and sales reps for potential clients. Lazarus also has many executives and officers who have to travel the world to manage various accounts, and the regional offices provide office space and resources for these individuals. The bureau chiefs at these offices have the authority to dispatch troops and agents as needed for combat actions.

In just about every city on the face of the Earth, tucked into a commercial mall or corporate center, there is a small Lazarus Group Sales Office. These are nothing more than flashy showrooms staffed with handsome sales reps. Potential clients and recruits can come in and check out stats and file footage of Lazarus Troops and operations. These offices cater not so much to large corporate clients, who usually deal directly with the Lazarus head office, but to wealthy individuals and small companies who need to hire small detachments of Lazarus soldiers to run specific missions. And, of course, to anyone thinking of joining up. Sales reps at these offices can set up contracts, but they have no authority to dispatch troops. All dispatch orders must be issued from the head office, a regional office, or a troop base. Once the paperwork has been completed, the pertinent information is transmitted to the nearest Lazarus facility with the power to mobilize troops, and the contract is run from there.

SPECIAL FACILITIES

THE FOUNDATION CAMPUS

The campus of the Katzadoulos Military and Strategic Studies Foundation is located in the wooded outskirts of Bethesda, Maryland, only a few short minutes away from Washington D.C. and Rosslyn. It is a cluster of low, modern buildings surrounded by trees and connected by a loose webwork of paths and service roads.

The campus buildings house the large, six story Foundation Research Hall, where most of the think-tank's offices and principal personnel are located, the three classroom/laboratory buildings comprising the Lazarus Military Studies Institute, an auditorium, a small Lazarus troop barracks, a guest dormitory/recreation building, and a small office and administration building. There is a general parking area, and a maintenance area for the Foundation troops to stow and work on their vehicles. A landing area about two-hundred meters from the campus is equipped to handle AV-4s, helicopters and Ospreys.

Security at the Institute is extremely strict. The barracks house two hundred Lazarus troops, including solos and special ops cadres, and the grounds are patrolled by armed soldiers and dogs twenty-four hours a day. The Foundation security chief is always a special ops veteran of at least deuce Colonel rank. The entire compound is surrounded by a fifteen foot security fence, and a security

center in the Foundation Administration Building coordinates all electronic and manpower security. There is no admittance to the compound without clearance from the head office. To obtain clearance, potential researchers, students and staff must undergo a background check, and have their identities verified. Once given the OK, a clearance I.D. badge will be made at the head office and issued to the candidate or guest. All pertinent information, along with the I.D. photograph, will then be transmitted to the foundation security unit. The individual, badge, and transmitted information will all be checked on arrival, and only then will admission be granted.

First time visitors must be accompanied by an upper level Lazarus executive or soldier. Even for regular Foundation personnel, the I.D. badge and photo comparison is required for access to the campus and all buildings. For crisis situations there are secure, cellular hotlines to the head office, the Arlington/Rosslyn Corporate Air Center, and the Arlington main troop barracks. Security is this tight not only because of the sensitive nature of Foundation work but also because important Foundation researchers, guests and students make extraction or assassination attempts a likely possibility. To this date, the security of the foundation has never been compromised.

FORT POWELL, MONTANA

This is the Lazarus Group's main training facility and largest single barracks. There are over twenty-thousand troops stationed here at any given time. The lion's share of these are in training or re-training, but many are fully-trained, ready for action soldiers. The fort itself is almost a small city, and it is no secret that the nearby town of Mineral Rock, in Mineral County, has undergone something of an economic renaissance largely due to the huge amounts of money spent by Lazarus troops on liberty.

Fort Powell is tucked into the cold confines of the Rocky Mountains, in the midst of a rugged and beautiful area. The placement is largely functional. The fort is geographically protected from assault, and air defense is aided by the confining mountains. In this sense, it is similar to Arasaka's Hokkaido Camp, but Fort Powell is much larger and less secretive. There is a large airfield capable of handling heavy airlift jets. The airfield is occasionally closed down by winter storms, but never for more than a few days, and Lazarus has more than enough troops elsewhere in the world to cover for any short term access problems at Fort Powell. Full closure for more

than two days is rare, as heavy runway clearing equipment is kept on hand at the fort, and the advanced avionics in the C-25 and other aircraft used by Lazarus make landings possible even in harsh weather. In fact, it is something of an initiation rite among Lazarus airborne troops to have taken off from Fort Powell in the midst of a raging storm, bound for a combat drop somewhere. These flights are colloquially known as "vomit hops".

Besides the airfield, facilities at Fort Powell include hangars, barracks, a large store, a movie theater, a bowling alley, enlisted and officer clubs, dance halls, mess halls, gymnasiums and indoor training facilities, firing ranges, vehicle maintenance shops, urban combat training mockups, athletic fields and outdoor training grounds. The commanding officer is four-bar Colonel Yolanda Nesbit, a long time U.S. Army and Lazarus veteran.

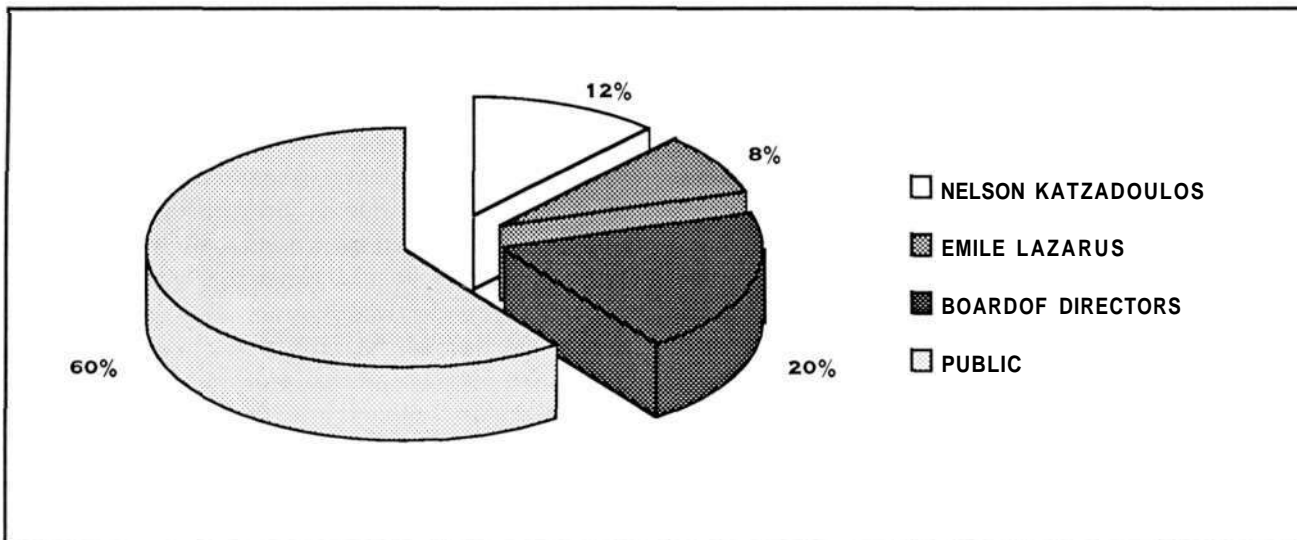
Access to Fort Powell is closed, but security is nowhere near as tight as either the Rosslyn tower or the Foundation. There is little of value at the fort, other than soldiers and their equipment, and it would take a hell of a force to cause any substantial damage.

OTHER TRAINING FACILITIES

Lazarus maintains a variety of more specialized training facilities. Among these are the Marine Combat Operations School in Annapolis, Maryland, the Special Operations and Airborne School in Charleston, South Carolina, and the secretive Cadre Training Camp near Abbeville, Louisiana.

LAZARUS BARRACKS

These are the small facilities around the world where Lazarus stations and trains its on-duty soldiers, and where on-call troops report to. The bulk of Lazarus' quick-response troops are based out of these small compounds. Lazarus has troop barracks near almost all sizable cities, with the larger camps being located near regional offices. There are forty-five in all, spread around the world. Many camps are mothballed bases bought from the U.S. Government at a discount, but some were custom built for Lazarus. Most have airfields, and those that don't have easy access to one. The size of the contingents at barracks camps range from 1000 to 5000 troops. Barracks camps always have a cross section of soldiers on base, or on-call in the area, including line troops, solos and cadres. Ospreys and AV-4s are kept on hand for deployment to local operations. Larger camps have C-25s on call for rapid deployment anywhere in the world.



RESOURCES AND STOCK

The Lazarus group is not as diverse as many of the giant corporations that dominate the *Cyberpunk* universe. When all is said and done, it still works only in the military field. It is true, that between mercenary contracting, advising and consulting, and the teaching, research and publication going on at the Foundation, Lazarus offers a wider range of military related services than any other organization in 2020. There are other mercenary corporations and military think tanks, to be sure, but none of them offer the reputation, or high caliber of service available from the Lazarus Group.

VALUE OF THE CORPORATION

The Lazarus Group's total value in assets is about 75 billion eurodollars. This makes Lazarus somewhat small fry in 2020 terms. However, most corporations have a military budget of 5 to 20%. Lazarus has a military budget of 80%. For that reason alone most other corporations are loathe to hassle them.

Of Lazarus' 75 billion, about 35% is invested in military hardware, including weapons, aircraft, armor, and mobile command and medical facilities. 10% represents the Foundation, which is a subcorporation wholly owned by the Lazarus Group. The remainder is in real estate and other investments and holdings, cash reserves,

contracts and manpower. Lazarus has showed a healthy profit over the last several financial quarters.

STOCK

The Lazarus Group is a public corporation with 132 million shares of common stock on the World Market. Nelson Katzadoulos owns 12% of Lazarus stock, and Emile Lazarus owns 8%. Another 20% is in the hands of the board of directors. Katzadoulos keeps a close eye on who is buying Lazarus stock, and how much is being traded. Largely, trading is unhampered, and there is some ebb and flow in the composition of the board of directors and public ownership.

There is enough Lazarus stock floating around in public hands to leave the corporation open to hostile take-over. The Group maintains a large cash reserve to defend against this, and subscribes to philosophy that if you don't like the people who are acquiring your stock you can always rub them out. With any luck, when a buyout engineer is assassinated, the beneficiaries of the former take-over artist's last will and testament will reconsider the acquisition. Lazarus is a strong corporation, and its publicly traded stock has grown steadily, although it has bucked and trembled once or twice along with most other stocks due to World Market fluctuations. Price is currently about 68 eurobucks per share.

RESOURCES-MANPOWER

Lazarus employs about 270,000 people around the world. 20,000 of these are corporate staff and executives

who work in the Rosslyn tower, in regional offices around the world or for the Foundation. The remaining quarter million are combat and support troops, who are relatively cheap to maintain.

The quarter million troops break down as follows: one armored division—approximately 20,000 men, three mechanized divisions—approximately 60,000 men, six light/amphibious/rapid deployment infantry divisions—approximately 60,000 men, six airborne/rapid deployment infantry divisions—approximately 60,000 men, and 50,000 special purpose troops and trainers. Of these men, about half are on assignment at any given time. The rest are at training, on alert, or on the cheap to maintain on-call status.

RESOURCES-HARDWARE

Lazarus owns a great deal of military combat and support hardware to ensure that its troops are as armed and mobile as possible at all times. General air and sealift capability is provided by 100 C-25 cargo aircraft, 200 Ospreys, 300 AV type vehicles, three corporate jets, and fifty NOTAR type helicopters, all are rotated between the various divisions depending on current need. The

armored division runs 300 main battle tanks and 100 armored support and special purpose vehicles such as bridge layers, mine clearers, hovercraft and so on. The mechanized divisions have a total of 1000 armored personnel carriers, along with various other service and support vehicles. The amphibious brigades of the light division use 40 armored hovercraft for marine landing operations. These can be deployed off Lazarus' four amphibious assault transport ships. Airborne and light troops draw aircraft from the general pool as needed. In cases where Lazarus is working for large corporations or nations it may request access to any of the client's air or sealift capabilities.

In addition to the standard equipment listed above, Lazarus maintains a wide assortment of artillery, ordnance, special weapons and vehicles. Many of these are secret projects. It is, for instance, rumored that, among its other assets, Lazarus has ten IEC nuclear powered minisubs capable of sneaking into cramped harbors and torpedoing ships, or deploying marine demolitions and special ops teams. Another rumor has Lazarus testing biological weapons in the frozen northern tundra of Canada. Naturally, none of this has been confirmed. •

MIDNIGHT DROP- A LAZARUS GROUP MICRO ADVENTURE

In this scenario the characters are members of a Lazarus special operations cadre. There should be four or five team members, and the following skills must be distributed among team members: *sniper*, *demolitions specialist*, *pilot*, *security systems specialist*, and *medical technician*. In addition, one member must be team commander, and all members should be parachute qualified, stealthy and combat capable. Remember, the more the skills are spread out among the characters, the more fun each player will have. It might seem a bit limited to have all the characters be solos, but this *is* a military organization and a military operation.



PART ONE PLAYER INFORMATION

As the adventure begins the characters are strolling the streets of the city nearest their home base, looking for some evening action. As luck would have it, they do find some entertainment, although what it is will have to be left up to the GM. It is certain is that just as things are getting interesting or fun, the characters' Lazarus pagers will go off. After overcoming whatever inertia and obstacles prevent them from reporting promptly for duty, the characters will make it back to their home base.

Once back on base the characters will be escorted to a conference room where they will find their superior officer waiting with a mission briefing. The officer is Major Brent Lewis, the man responsible for the deployment of that particular bases special ops teams, and an experienced mission planner. Major Lewis will begin the briefing, pausing only long enough to give the team a tongue lashing if they were late back to base.

Major Lewis' briefing, accompanied by appropriate multi-media graphics, will run like this: "We've received an urgent call from one of our regular clients; it seems that they've gotten into a bit of a fix. Naturally, I can't tell you who they are, but let me explain the situation. As you know, competition for the government contract to build the second generation Advanced Tactical Fighter has been pretty stiff. Whatever corporation takes home this contract stands to make billions, from not just the United States but also secondary national and corporate contracts around the globe. Several American and European corporations are competing for this contract, and it's no secret that a couple of current corporate wars can be traced back to it.

"Among the competing corporations is a client of ours, and they have a little thorn in their side. You gentlemen are going to pull that thorn." At this point, the wall screen will switch from general graphics on the ATF 2 contract to a satellite picture of a remote airfield hidden away in a mountain range. Major Lewis will continue: "This little airfield in the Alps is officially the property of the German manufacturing combine Schumann-Stein AG. Despite its large size, Schumann is not known for aircraft manufacture. Apparently, they've decided to break the mold. Our client received a report from an agent of theirs that Schumann is not only going to compete in the ATF 2 trials, but that its entry is going to be

well nigh unbeatable. All attempts by our client to access proprietary Schumann data on this aircraft have failed. Yet they do know this: apparently the two prototypes have been moved to this airfield for flight trials," the satellite photo will switch to a close-up of a hangars, "and are being stored in this hangar.

"Now, here's the situation. Schumann hasn't sussed that our client knows where their aircraft are. Guard at the airfield is apparently pretty light to divert any suspicion. No more than fifty troops. This will change in five days when flight trials begin. At that point, the location of the aircraft will no longer be secret, and apparently a full brigade of Schumann troops is scheduled to arrive at the airfield in four days time. We're going to send you in to destroy those aircraft before the reinforcements arrive. If you fail, there'll be no way anyone can touch those aircraft.

"Here's the plan: because of air defenses around the airfield, you will make a nighttime high altitude, low opening parachute jump from a C-25 at thirty thousand feet. The plane will be in a commercial air corridor, and not directly over the airfield, but with any luck, you'll land no more than two or three miles away. It will be up to you to penetrate the installation and destroy the aircraft. Make your escape by stealing one of the four Ospreys kept at the airfield. Land in a secure area, so you can't be traced.

"As always, you will carry no markings, and if you're captured, Lazarus and our client will deny all knowledge of you. You will be issued all necessary equipment and information. Takeoff is in ten hours. Dismissed to begin preparation."

This will end the briefing, and the characters can make ready for their assault.

PART ONE GM NOTES

When the characters are crawling the town looking for their entertainment, set them up with something so good they'll regret leaving. Of course, they'll still go, but they won't want to. Then, just to keep them on their toes, throw up some obstacle to delay them. Here's an example of a possible way to do this: have the characters be picked up on by an equal number of beautiful women (or men, for female characters). After an evening of partying they can retire to an establishment of the ladies' choosing for a night of debauchery. When things start getting hot, trigger the pagers. Then, as the characters

are (reluctantly) leaving, reveal that it's all a scam, and the women were planning to rob them anyway. Roll out a posse of heavy thugs working for the women and brew up a good fist fight. This will get everyone warmed up for the serious combat action to follow and will cause your players anxiety. Alternatively, any other irritating scenario you can come up with will do.

If, during the briefing, the players ask why Lazarus' client is not undertaking the sabotage mission themselves, this is how Major Lewis will explain it: "Truth be known, our client on this mission contracts a great deal of goods from Schumann, and it's in their best interests to maintain a congenial relationship with them. If they used their troops, even unmarked, there is a possibility, no matter how remote, that Schumann would uncover who is behind the operation. That would mean millions in losses for our client. You people don't know who the client is, so even if you're captured and tortured, you can't reveal that information.

"A straight up bombing raid was considered at one point, but the airfield has an excellent missile battery, and Schumann is almost certainly prepared to use it against anyone who strays out of the nearby commercial corridor. The mountains prevent any radar-evading low passes from reaching the airfield unannounced. Either way, losses would be high, and the possibility of tracing the operation would be greater."

PART Two PLAYER INFORMATION

When zero hour rolls around, the players will board an unmarked C-25 and begin the flight. They will reach the jump zone several hours after takeoff (flight duration at GM's discretion). A Lazarus jumpmaster will signal the jump at approximately midnight, local time, and the characters, bundled under insulated jumpsuits, oxygen masks, helmets and the rest of their equipment, will make their jump.

The characters will land 1/2D6 miles away from the airbase and begin their march toward the objective. It will take 1 hour per mile to cover the rough, alpine ground.

If all goes well, the characters will reach the airfield unscathed. They will then have to penetrate the fence and the grounds without being caught, get into the correct hangar without raising the alarm, get their explo-

sives planted, get out of the hangar, and get into an Osprey and away from the airfield. The characters will have eight small det-packages, each with an adhesive base. Four must be planted on each plane. The timers can be set from one second to 999 seconds (about 16 and a half minutes).

PART Two GM NOTES

Here's where it gets fun. The players have many obstacles to overcome without getting killed or raising the alarm. Have all the players make rolls to see if their parachutes or reserve parachutes fail. Each player should roll 1D10. On a 1-2, the main chute doesn't open. Any character who has a main chute failure can try the reserve chute. Roll again. If another 1-2 comes up, too bad. Splat. Those are the breaks. All players should make a skill check to make sure they land properly. A badly failed roll will mean the possibility of a broken leg or concussion (20% chance).

Once the players are safely (or unsafely) down, they must cover the ground to the airfield. They will have a 20% chance per mile of encountering four-man Schumann patrols. At the airfield there will be thirty guards stationed outside (see map). All remaining guards and staff will be in the barracks building. The fence has a silent alarm, as do the doors to the hangars. There is a 70% chance that there will be 1D6 Schumann technicians inside the hangar. If the alarm is raised at any point the characters will have to rely on their wits to accomplish their mission and escape unscathed. Characters should use equipment as detailed in the *Uniforms, Equipment and Personnel* section on Lazarus.

UNFORSEEN PROBLEMS

- X The security systems expert gets killed before the installation is penetrated. The players will have to bluff or shoot their way inside. Perhaps capturing a jeep from a Schumann patrol, and setting up a diversion will do the trick. Perhaps not.
- X The pilot gets killed before the team escapes on a captured Osprey. If nobody else can fly, the characters will have to make an overland escape, or capture a Schumann pilot and force him or her to fly them out.
- X As a possible short campaign idea: The planes being kept at the airfield are mockups...it's a set up! The

players now have three days to uncover the location of the real planes and complete their mission before flight trials begin.

- X The Osprey they choose as an escape vehicle is down for maintenance (10% chance). Go for another one, quick! Or, fix the problem in record time.

SKILL CHECKS

Here are some difficulty levels for tasks characters will need to perform to successfully complete their mission.

Make a successful parachute landing: *Expert Airborne Operations* roll over 17.

- Elude patrolling Schumann teams: Hide/Evade roll over 18.
- Penetrate Schumann airfield security fence: Elect. Security roll over 18.
- Evade Schumann guards and cameras at airfield: Stealth roll over 17.
- Silently deal with Schumann hangar guards: successful combat with stealth rolls over 13 to prevent other guards from hearing shots/struggles.
- Entering Schumann hangars without triggering alarms: Elect. Security roll over 15. (Alternatively, if there are techs inside, bluff them into opening the doors.)
- Placing explosives properly: Demolitions roll over 15.
- Getting out in stolen Osprey: Pilot roll over 10 to get it working, pilot rolls vs. Schumann guards if they're shooting at the aircraft. Further rolls at GM's discretion.

MAPS AND NPCS

OPTIONAL. SEDUCTIVE PEOPLE FROM PART ONE

These are the people who will show the characters a good time, and then attempt to take them for any equipment and money they are carrying.

ROLE: Not applicable.

STATS: INT 7, REF 8/?, TECH 5, COOL 9, ATTR 10, LUCK 4, MA 6, BODY 7, EMP 7/?, SAVE 7, BTM -2.

SKILLS: Wardrobe and Style 5, Streetwise 5, Seduction 6, Persuasion and Fast Talk 6, Dance 5, Karate 5, Pistol 4.

CYBERWARE: Various, mostly cosmetic.

GEAR: Pistols hidden away back at their place, possible Tasers for incapacitating their prey.

SEDUCTIVE WOMEN'S (OR MEN'S) GOONS

These are the musclemen waiting behind the curtains and doors back at the seducer's house or apartment. They will appear when altercations break out, or called by their bosses. There will be three to five of them.

ROLE: Solo.

STATS: INT 5, REF 8/?, TECH 5, COOL 7, ATTR 4, LUCK 5, MA 7, BODY 10, EMP 8/?, SAVE 10, BTM -4.

SKILLS: Combat Sense 4, Intimidate 6, Awareness/Notice 4, Brawling 6, Melee 6, Handgun 7.

CYBERWARE: Various. One will have a cyberarm with hydraulic rams, one will have rippers. All may have cosmetic or cyber audio/video.

GEAR: An assortment of melee weapons, including knives and clubs. One may have a gun, but mostly the women (men?) have that covered.

SCHUMANN-STEIN GUARDS

These are the guards running patrols through the hills around the airfield, and protecting the airfield and the hangar. They are native German speakers and will speak English only haltingly.

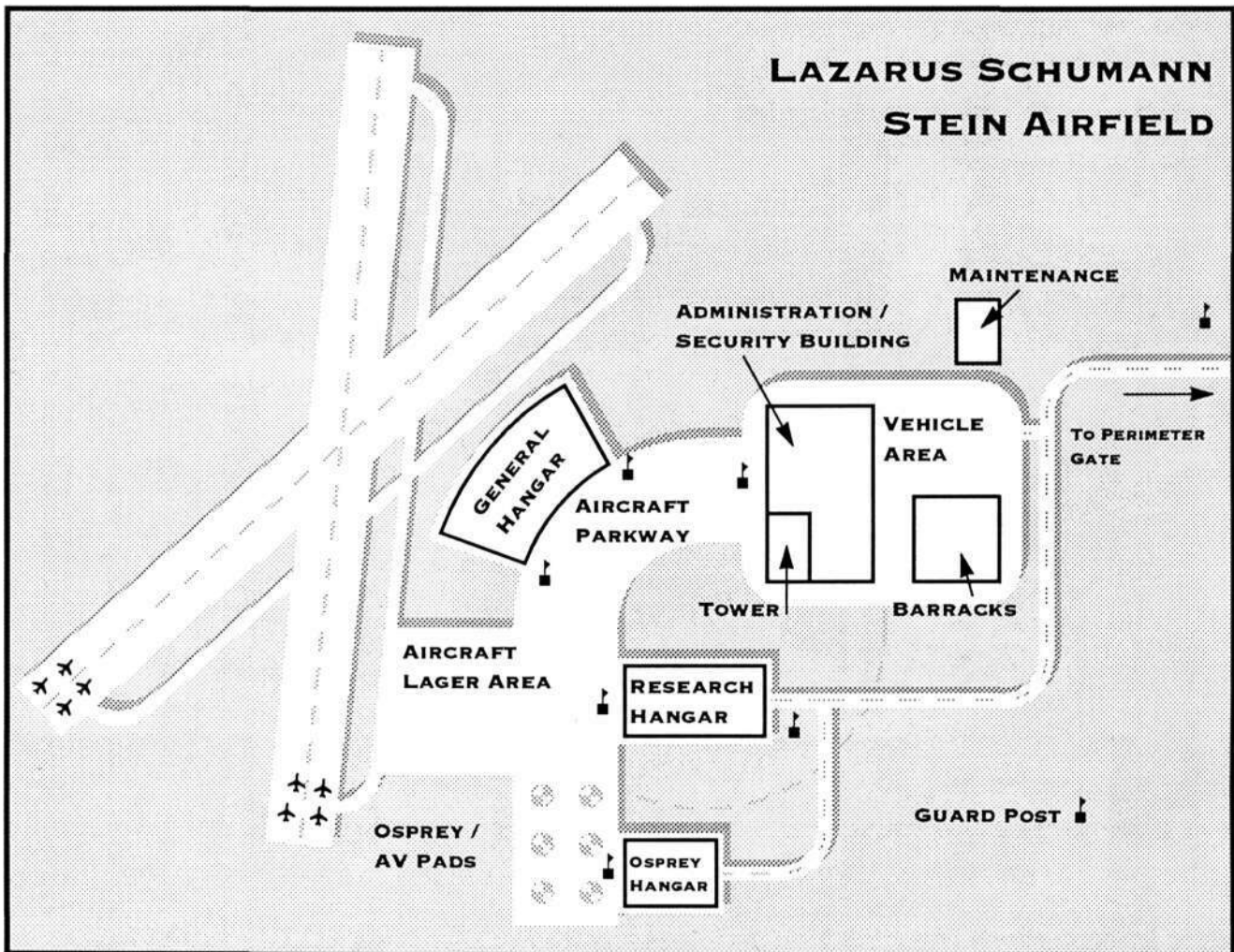
ROLE: Solo.

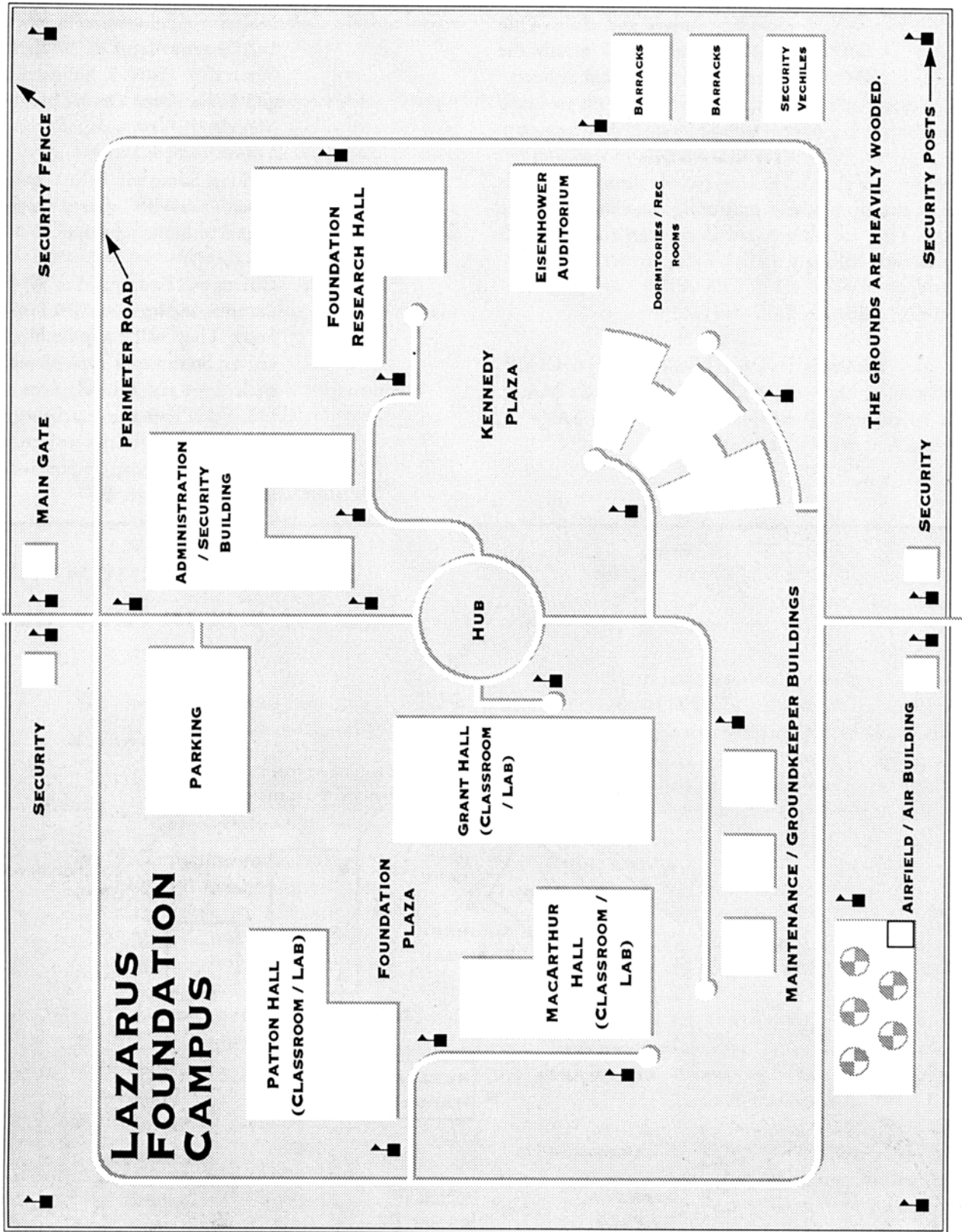
STATS: INT 8, REF 8/?, TECH 6, COOL 8, ATTR 7, LUCK 5, MA 8, BODY 8, EMP 7/?, SAVE 8, BTM -3.

SKILLS: Combat Sense 4, Awareness/Notice 4, Hide/Evade 2, English 1-2, Shadow/Track 3, Wilderness Survival 5, Pistol 5, Submachine-gun 5, Tae Kwon Do 5, Driving 6, Melee 4.

CYBERWARE: Various. Some will definitely have cyberoptics with infrared capability and/or targeting scopes.

GEAR: Guards will be armored to SP 4 on the arms and legs and SP 12 on the body. They will carry flashlights, knives, Sternmeyer Type 35 pistols with three magazines apiece and H&K MPK-9 sub-machineguns with four magazines apiece. All will be in Schumann alpine woodlands camouflage. •







MILITECH M

PRECIS

MILITECH INTERNATIONAL ARMAMENTS

Arms manufacturing/distribution, military vehicle production, and mercenary contracting

Headquarters: Washington, D.C.

Regional Offices: New York, Miami, Chicago, Night City, Montreal, London, Rome, Beijing, Los Angeles, Zurich, Hong Kong, Rio de Janeiro

Name and Location of Major Shareholders:

Roland Yee of Hong Kong and the Board of Directors, 22%; General (ret.) Donald Lundee of Washington D.C., 8%

Employees: World Wide 300,000
Troops 100,000
Special Ops 5-10,000 approx.

MILITECH CONTINUES TO BE A DOMINATING FORCE IN MILITARY HARDWARE MANUFACTURING. UNDER THE LEADERSHIP OF THE CAPABLE GENERAL DONALD LUNDEE (RETIRED), AND THE TECHNICALLY BRILLIANT ANTONIO LUCESSI (WHO NOT ONLY STILL DESIGNS, BUT SUPERVISES THE RECRUITMENT OF A NEW GENERATION OF TALENTED YOUNG DESIGNERS AND ENGINEERS), MILITECH CONTINUES TO FLOURISH AND GROW.



MILITECH INTERNATIONAL ARMAMENTS CORPORATION

HISTORY

In 1998, although still mired in bankruptcy, the United States Government decided that it was time to purchase a new small arms weapons system to replace the aging and obsolete M-16A2s that its troops were using. Some firing trials were held at the Marine Corps base at Parris Island, South Carolina. Among the officials present was USMC General Donald Lundee, Marine Corps Chief of Staff, who, at fifty, was one of the youngest officers ever to serve on the Joint Chiefs.

In the end, the final trials came down to three weapons systems. One was FN's SAP, a cheap but atypically clunky and unreliable rifle that had made it to the finals only because it permitted the U.S. to stay compatible in ammunition and parts with other troops in the now obsolete NATO alliance, and because Fabrique Internationale seemed to have gained powerful friends in the U.S. Government. The second was Colt's new AR-17X, a good gun that was destined to lose out in the end due to its high cost. The final entrant was an underdog that no one had even expected to make the final trials; a compact, reliable and moderately-priced rifle designed by expatriate Italian weapons expert Antonio Luccessi, and manufactured by his small but successful New Hampshire-based firm Armatech-Luccessi International.

To General Lundee, the choice was obvious. The Armatech-Luccessi system was the best combination of price, reliability, sturdiness and accuracy. It wasn't a perfect rifle but it was a damn good one; definitely the best of the three in the trials. Unfortunately the collapse of the U.S. economy and near collapse of the government had not only tightened the national purse strings, but it had also permitted the fingers of industry influence to penetrate to unsuspected depths within the political infrastructure. The net result was that, despite Donald Lundee's vociferous protests, and to his horror, the contract went to FN.

Ironically, five years later, the European Community switched to the brand new FN-RAL, an excellent gun that



Young Antonio as an armorer in NATO service, mid-1950's.

was unfortunately largely incompatible with the bastard SAP system. One year later, to the United States Government's further embarrassment, American boys armed with unreliable SAP rifles were dying by the thousands in the steamy jungles of tropical South and Central America.

Donald Lundee was sorry to see the whole fiasco come to a head, but he observed from a distance. Shortly after the finalization of the contract, he resigned from the Marine Corps to accept the offer of a CEO position at Armatech-Luccessi, the company that had so impressed him. Together, Lundee and Luccessi began laying the groundwork that would enable the small Armatech to become the world's largest weapons manufacturing conglomerate.

As a former Pentagon chief, Lundee was extremely well connected into the military-industrial complex, and he had many extremely wealthy industrialist and venture capitalist contacts. Several of the old-guard twentieth

century military contracting corporations had become bureaucratic ally top heavy and slow-witted, and had suffered crippling blows during the crash. Those that were still selling products were moving lots of shoddy and overpriced merchandise on the strength of contractual inertia alone. The time was ripe in the hostile, post-crash world for a new kind of military manufacturer...streamlined, efficient, producing superior, modern products at competitive prices, able to deal its technology anywhere in the world irrespective of political convention or out-moded national alliances. Lundee's pitch, supported by Luccessi's obvious brilliance as a weapons design engineer, was successful, and an infusion of capital was followed by a period of shrewd acquisition and the securing of several key contracts around the world. Armatech was propelled into a period of tremendous expansion. With the company's new world prominence and high visibility came a new name. Armatech-Luccessi was retired, and Militech Arms International was born.

Militech's growth was rapid, but it did not happen overnight. The first major success came in 2004, when, after the debacle of the Central American Wars, the U.S. finally junked the SAP. New trials were conducted, and the weapon finally chosen was Militech's Ronin Light Assault Rifle. Shortly after that Militech also won the military sidearm contract. The U.S.'s choice of those weapons caused them to sell in huge numbers to other nations and corporations around the world. At the same time, Militech was developing and testing new heavy weapons and vehicular systems, including artillery, armored vehicles and aircraft. Moderate prices and well designed products enabled Militech to break precedent and win several key contracts away from established defense manufacturers that were still operating after the World and U.S. crashes. More U.S. sales lead to more international sales, and by the mid-'teen years Militech was the largest defense contractor to the United States and several other countries and corporations as well. That made it possible for Militech to buy out several of its failing competitors and incorporate their designers and resources.

The rise to the top has not been without its rough spots. Several companies Militech bought out did not want to come quietly, and a few of the takeovers were made twenty-first century style: with savage corporate wars. In addition, Militech has made enemies of many of the surviving international military manufacturing corporations. Competition has always been fierce among these companies in

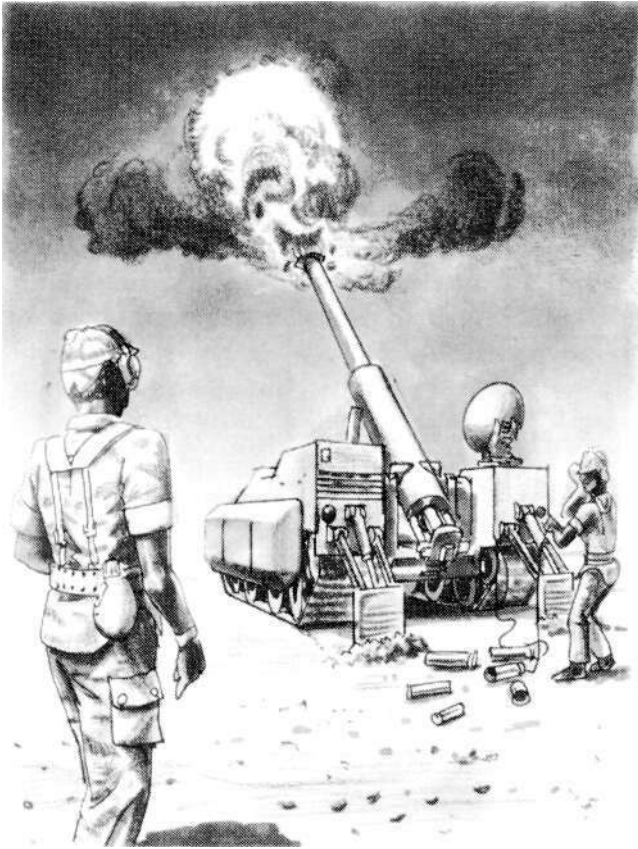
the warfare-ridden *Cyberpunk world*, and new weapons systems are often proven to prospective buyers when the selling company uses them to destroy its competitors.

Now, Militech continues to be a dominating force in military hardware manufacturing. Under the leadership of the capable General Donald Lundee (Retired), and the technically brilliant Antonio Luccessi, who not only still designs, but supervises the recruitment and progress of a new generation of talented young designers and engineers, Militech continues to flourish and grow. The corporation maintains a forward-thinking attitude and stays on the cutting edge of military development. Among its thousands of products, Militech manufactures small arms, heavy weapons, special weapons and explosives, chemical and biological weapons, armored vehicles, aircraft, boats and ships, military computers and avionics, field hardware, military accessories and military cybernetics. A variety of civilian products are also in their catalogue, including security systems, personal lethal and non-lethal weapons, and body armor. In addition, Militech has expanded into the lucrative world of mercenary contracting, and the corporation maintains a large force of crack, well-equipped soldiers for defense and contracting purposes. A policy of ruthless competition and no-quarters corporate warfare has helped keep Militech at the forefront of its industry. Huge, diverse and savage, it is truly a corporation for the twenty-first century.

MAIN PRODUCTS AND INTENT

In short, there can be little doubt as to what Militech's main products are. It's a weapons manufacturer, the largest one on Earth. Militech products are sold in varying volumes to eighty-two countries and over 250 corporations, not to mention millions upon millions of individuals, groups, gangs and small companies around the world. That's a lot of weapons, but market research has shown in 2020 that weapons are the durable goods with the highest grossing worldwide sales (and, incidentally, resale value). 2020 is a turbulent time, but that's just fine by the arms manufacturers.

Militech does display some product diversity, as all large corporations must. It not only sells all manner of weapons,



Militech artillery at work in Africa

from crossbows to jet fighters, but it also has launched into some research and theoretical grounds, conducting experiments with genetically altered soldiers and animals and combat strategy artificial intelligences that can steer ships, fly planes and operate armored vehicles. This combines with diverse sub-holdings to make Militech an extremely powerful and versatile corporation.

SMALL ARMS

The Militech products that are most visible to the man on the street are its small arms. Militech sells more pistols, rifles and sub-machineguns than any other single manufacturer in the world. Bulk shipments are bought by national and corporate armies, police departments, militias, security groups and so on. Individual weapons are sold over the counter by hundreds of thousands of dealers. Militech's high sales are due in part to a hard won reputation for producing a tough, reliable and accurate products at a reasonable price. On top of that, sizable discounts are available to bulk purchasers. The Militech Ronin is still the top selling assault rifle in the world, several years after

its release. Part of this is due to the U.S. Army contract, but much of it is due to strong private sales.

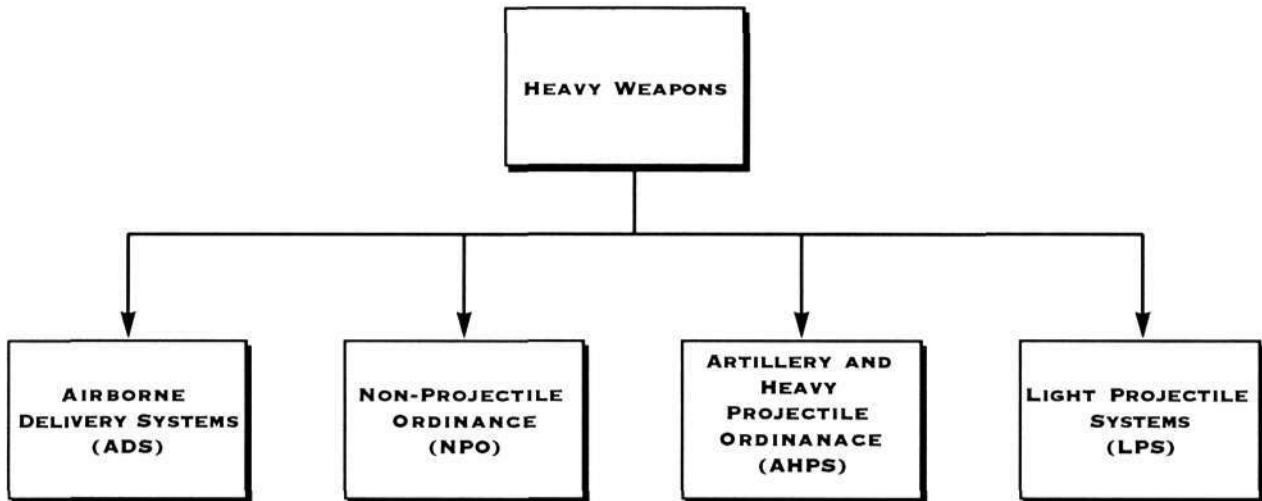
Another factor is the huge selection available. Among Militech's small arms products are small, derringer type weapons, special load revolvers, hundreds of the best pistol, rifle and sub-machinegun models in the world, sporting arms, special purpose weapons such as long-range sniping rifles, squad automatic weapons, full size machine guns, and shotguns. Each model has options. This means that any small arms needs you may have can be filled by one company. This is an advantage to bulk contractors, like armies and corporations, who would prefer to have to deal with only one maintenance and re-supply contract.

Militech continues to be innovative in small arms development. Among the designs and features introduced or being researched by Militech are tracking smart-bullets that can make trajectory adjustments in flight, super-light all-synthetic weapons, special purpose loads with explosive or selective material-piercing heads, recoilless systems, integral silencers with little effect on accuracy or muzzle velocity, and an improved gyrojet-type system that lights in the barrel and reaches full velocity at the muzzle of the weapon for close range use.

HEAVY WEAPONS

Less visible to private citizens, but of great importance to armies and corporations, are heavy weapons. Militech has never let its hand slack in this department, and has been a leader in heavy weapons design ever since Donald Lundee convinced Antonio Luccessi to diversify away from small arms. In keeping with its commitment to provide weapons for all applications and services, Militech manufactures heavy weapons of several types.

There are four main departments of heavy weapons manufacture: Airborne Delivery Systems, Non-Projectile Ordnance, Artillery and Heavy Projectile Systems and Light Projectile Systems. Within the company, these departments are known by their initials, ADS, NPO, AHPS and LPS. Airborne delivery specializes in missiles and bombs. They design and manufacture Militech's extensive line of air to air, surface to air and surface to surface missiles, also unguided rockets, and general and special purpose bombs of several varieties. Non-Projectile Ordnance is the department responsible for research, development and manufacture of



things like land-mines, grenades, satchel charges, demolitions packages, and specialized explosives such as liquids, gels, plastiques, micro-caps and det-cords. This department also produces the explosives used by Airborne Delivery in their warheads. Artillery is just what it says. They design and produce both the guns themselves and the shells that they fire, again using Non-Projectile Ordinance's explosives. Artillery's products include everything from super-long range weapons to light mortars, grenade launchers, and man-portable anti-armor rockets. They also make the heavy guns that mount on top of tanks, armored cars, and some armored personnel carrier chassis. Light Projectile Weapons makes such things as twenty and thirty millimeter cannons, vulcan-type multi-barrel machine guns, and other heavy machine guns. Many of these weapons find their way atop armored vehicles with Artillery's products, or into aircraft.

As with small arms, Militech stays on the cutting edge in heavy weapons development. Among the things that they sell, or have in development are IFF (Identify Friend or Foe) land mines: these are powerful land-mines that have a small radio receiver in them which can be pressure, sound or magnetic sensitive, and won't explode if they are receiving a coded IFF radio pulse from within a certain, adjustable range. That means that friendly troops and vehicles carrying a small IFF transponder can safely travel through a minefield, or on a mined road. The variable code makes duplicating the signal difficult, and the low power of the broadcasters makes tracking the signals impossible.

Another system is a tank-killing artillery round that explodes over a battlefield and releases multiple sub-warheads, each capable of firing a depleted uranium rod through the engine of an armored vehicle or grounded aircraft. (This is based on an older system developed at the end of the twentieth century, but it works more reliably. 20% chance per projectile of hitting a vehicle for 10D6 damage to the engine.) An anti-personnel version of this does the same thing, only it releases up to a thousand small, steel rockets, each with an infrared micro-guidance head that will key on a soldier's body heat. The rocket will then fire, and pierce the soldier's body (20% chance per projectile of hitting a player for 4D6 damage if you want to use it in a game). This weapon is known among infantry soldiers as a "porcupine," and is widely feared. If the target troops have advanced warning, they can partially defeat it by screening their bodies, wearing I.R.-defeating camo, or lighting off several flares or hot fires to confuse the rockets. Without warning, the weapon works too fast to respond against. It is a useful system in urban situations, where extensive collateral damage from explosives is undesirable.

A final example is the new, seven-barrelled thirty-millimeter anti-tank gun. It is designed to be mounted in aircraft, and fires depleted uranium shells. Unlike its predecessors, this gun uses rocket-propelled shells to avoid the crushing recoil that used to cause aiming problems and airframe wear in aircraft using older models. The "cartridges" are also much lighter than the old-fashioned thirty-millimeter rounds, allowing ground attack aircraft to carry up to twenty percent more ammunition than they could have with older systems.

VEHICLES

Of course, no truly vast arms conglomerate would be complete unless they had a few vehicles in their repertoire, and Militech has more than a few. Although many components are subcontracted, it can be safely said that Militech's catalogue includes light wheeled vehicles, armored personnel carriers, armored cars, tanks, armored hovercraft, small boats and submarines, large ships (yes, Militech owns a shipyard), vectored thrust aircraft, and true jet aircraft. Many of these products are manufactured under the name of subsidiary firms, but it usually doesn't take much searching to find the "A Militech Company" caption somewhere near their logo (see the "Resources and Stock" section for a list of some of Militech's subsidiaries). Many of these companies were former competitors that Militech hammered into financial oblivion and bought during its period of rapid expansion in the early 'teen years.

For obvious reasons, Militech vehicles are sold mostly to nations and corporations. There are, however, a few extremely wealthy individuals out there whose private security troops have some Militech armored cars or vectored-thrust attack craft at their disposal.

As with its other products, Militech is constantly working on ways to refine and improve its vehicles. Militech scientists have been responsible for improvements in reactive and synthetic armors, quieter, more fuel-efficient turbofan engines for vectored thrust applications and improved aircraft avionics and weapons systems. Militech has also been one of the first companies to incorporate memory plastics, memory metals and pressure and electro-responsive materials into the design of their vehicles. This has enabled them to come up with such things as deep diving, mini-strike submarines which can lurk at depths previously attainable only by bathyspheres, and airplanes that can subtly alter the geometry of their wings and fuselages while in flight for increased speed and efficiency.

ACCESSORIES

Militech markets a variety of military and paramilitary accessories, and this group of products accounts for much of the corporation's sales to private individuals. Many products in the diverse accessory line are appealing to people who have no need for firepower and no interest in military items. Of course, accessory items

also sell in large numbers to the same people and organizations who purchase weapons systems. The wide demographic appeal of the accessories makes them second only in small arms in terms of sales volume for Militech.

The largest selling group of products in the accessory line are Militech's field computer systems. These are portable, battery-powered minicomputers of varying sizes and styles that have been designed to stand up to outdoor conditions and rugged treatment. They range in size from book-sized civilian versions of the TacStac to portable micro-computers with full-sized screens and keyboards. All are guaranteed dirtproof, waterproof and impact proof, and many come with integral cellular broadcasters and modems for patching into corporate computer nets and world information systems. The military applications of these units are pretty obvious; they give field troops access to computing power that can survive combat conditions, an important factor in this age of computerized field artillery, fire control, communication, coordination and medicine. Much of the sales volume for these systems comes, however, from the civilian sector. The units are popular among those who need field-ready computer power, and are willing to forego style for durability. This makes them a key item for people such as private solos, trauma teams, bands who need sturdy computers for road use and executives who need a computer that can survive the rigors of a backpacking trip (or an excursion into the urban combat zone). More than one well-to-do mother has bought one for a youngster who killed his last portable computer.

Naturally, there are also thousands of other items in the Militech accessory catalogue, including body armor, clothing, field rations, knives, weapons accessories, vehicular accessories, books and information disks, security equipment, exotic melee and ranged weapons, survival equipment and so on. (See the *Uniforms, Equipment and Personnel* section for details on more Militech products.) These items are sold at showrooms, and available through mail order (if you trust the mail) from catalogues available on hyperstack disk or in print.

SPECIAL PROJECTS

Militech has highly secretive research and development facilities where work on potentially profitable new weapons and accessory systems is carried out. These



Soldier James Teal, PFC being strengthened by cybernetic enhancement at the SPD.

facilities are also the site of what are known within the corporation as Special Projects. The Special Projects Department is the group responsible for the development of those ideas considered too exotic, sensitive, potentially dangerous, or PR. damaging for regular development channels. The SPD is considered very hush-hush within Militech, and access to their files is granted only to the corporation's top executives, researchers and security men. A Special Projects' clearance is considered the big ticket within Militech, and means you are destined for success. It also means that Militech would instantly order your death if it came down to a choice between killing you or losing you to another corporation. All security around Special Projects people and development sites is fearsome, with only the most trusted and experienced of troops and security agents being used. The threat of extraction or corporate espionage against the Special Projects Department is so high that Militech has been known, as a purely preventive measure, to order the assassination of some of its own lower executives who have been accidentally exposed to sensitive SPD data.

The Special Projects Department's current programs are rumored to include the genetic and biochemical alteration of human beings and animals to produce more durable battlefield soldiers and guard animals, second generation combat drugs that can provide the desired effects without burning out the soldier or producing messy addictions, short-term biological agents that can sterilize a large area and then revert to harmless states within hours or minutes, refined ballistic body armors that can stop high energy projectiles and then dissipate the kinetic energy so that the wearer doesn't suffer the crushing impact of a non-penetrating bullet; tiny, cybernetically controlled assassination robots, and satellite and portable battlefield model high energy beam weapons for anti-ship and armor use.

MERCENARY TROOPS

Militech maintains a large standing army by most corporate standards and hires its troops out as a service to other corporations, nations and wealthy individuals. Militech's mercenaries are neither as specialized as Arasaka's primarily security-oriented troops nor as diverse as the Lazarus Group's variety of multi-purpose soldiers and agents. Except in special situations, Militech hires out only all-purpose, line soldiers (regular G.I.s in other words). They are competent troops, trained for a variety of special situations, including airborne, amphibious and all-terrain operations, but they are not special forces soldiers, and they lack the experience necessary for most special ops or super-specialized missions. Militech has no shortage of specialized troops, but it retains them for its own use. Militech's soldiers are generally contracted out to corporations or nations for basic infantry reinforcement in urban or field situations. Force sizes range from a one hundred man minimum to a ten thousand man maximum, depending on availability. Anyone requiring specialized troops or troops in greater or lesser numbers than those offered by Militech is referred to the Lazarus group.

Militech has been known to let other companies or nations use its special ops troops, but this typically happens only when the corporation has something other than contract money to gain from the operation. For instance, Militech would lease special ops troops to a smaller company who wanted to attempt an espionage mission, but only if that mission would damage a Militech competitor or lead to an increase in business for

one of Militech's departments. Alternatively, Militech has been known to let small companies use its special ops troops to steal secrets that it has wanted for itself. The corporation has then taken over the smaller company and absorbed all its assets and data. This method has the advantage of divorcing the corporation one step from any blame for the operation, but it is usually only employed when Militech was already planning a buyout of the smaller company.

POLICE SERVICES

Like Arasaka, Militech contracts police services to cities and arcologies around the world. Militech's police services department is smaller than that of its rival, but it is much more popular in the United States than Arasaka's police group. Although Arasaka does contract police services in some U.S. cities, Militech does not operate police departments in Japan. It would like to, but so far it has been shut out by Arasaka. This competition has not done anything to ease the high tensions between Militech and Arasaka. When Militech or Arasaka offices are located in cities with police forces contracted from the other corporation, covert violence, espionage and recriminations leading to open conflict are common. It is one subtle way in which the corporations wage war against each other. What better way to screw up your rival than by non-stop, legal, police harassment.

NOTE: For a more complete description of corporate police forces see the *Main Products and Intersection* for the Arasaka Corporation in Corpbook 1.

LONG TERM GOALS AT MILITECH

As a corporate chief executive, Lundee has discovered power above and beyond any he ever hoped to have as a military officer. He enjoys this power, and makes no secret of it. He also wants more; his once noble ideals in establishing the Militech corporation having given way to inevitable corruption. To this end, Lundee wants Militech to be the number one corporation on earth. Unfortunately for him, the two companies that stand between Militech's number three slot and the top of the heap are the mighty Arasaka and EBM corporations. Lundee is not easily daunted, however, and is convinced that, with proper management, Militech can become the largest, most powerful corporation on Earth.

A key part of Lundee's plan to make Militech number one is the acquisition or elimination of as many other large arms and arms-related companies as possible. Militech has made something of a crusade out of this, and has been quite successful at picking off its competitors and reinforcing its position at the top of the armaments manufacturing oligopoly. At this point, the only companies that are secure are those which are either under the wing of another large corporation, extraordinarily tightly run, or are too small to be worth any notice. All other arms companies are at risk from Militech, and tensions are high in the industry.

Another key part of Militech's plan for expansion is more extensive diversification. Militech already sells several general purpose products, such as computers, but most have their roots in some military application. Militech is currently trying to expand into some other markets, including finance, industrial manufacturing, raw materials and the space industry. A number of other large corporations take a dim outlook on this, and troubled times are ahead.

ENEMIES AND ALLIES

Saburo Arasaka currently holds the unofficial title of Most Powerful Man on Earth. His corporation is slightly smaller than number one EBM, but it has more world influence. Lundee's envy of the Arasaka chief and the Arasaka Corporation in general, is widely known. Many experts have expected the regular scraps between Militech and Arasaka to explode into full scale war sometime before 2030. At this point, it is anyone's guess who would come out on top. Militech's access to weaponry and troops is huge, but no one knows just how far the Arasaka Corporation's secret influence and resources extend. One thing remains certain: whenever Militech and Arasaka agents are in the same area of any city at the same time, bids on the high numbers for the nightly Body Lotto™ go through the roof.

Militech's attempts to monopolize the arms industry have, of course, made it the natural enemy of many other arms companies, as well as that of several larger combines that have weapons manufacturing subsidiaries. Among the more vociferous and troublesome of Militech's current weapons industry enemies are the small independents Stermeyer Waffenfabrik SA and Federated Arms. Larger corporations that Militech may conflict with in the future are the mighty Schumann-Stein and IEC con-

glomerates. For the time being, there is peace, as these three corporations are heavily interdependent.

Militech's closest current corporate ally is the Lazarus group. As already explained in the *Lazarus* section, the two corporations have a large-scale, mutually beneficial trade agreement. So far, this has worked out well for both sides. In addition, Colonel Emile Lazarus and General Lundee know each other from their days in the military, and are personal friends. There are possible clouds on the horizon, however, as Col. Lazarus disagrees with his friends antagonization of Arasaka, and dislikes the shift in Lundees thinking, away from the pursuit of military excellence, and toward the fulfillment of personal power goals. So far, the two of them remain close. Militech also has close business relationships with the huge German combines Schumann-Stein AG and IEC. Schumann and IEC manufacture many components for Militech vehicles and provide raw materials, including metals and polymers, for Militech manufacturing. The trade ties between the three corporations have not stopped them from running the occasional black op against each other, but so far none has caught the others at it.

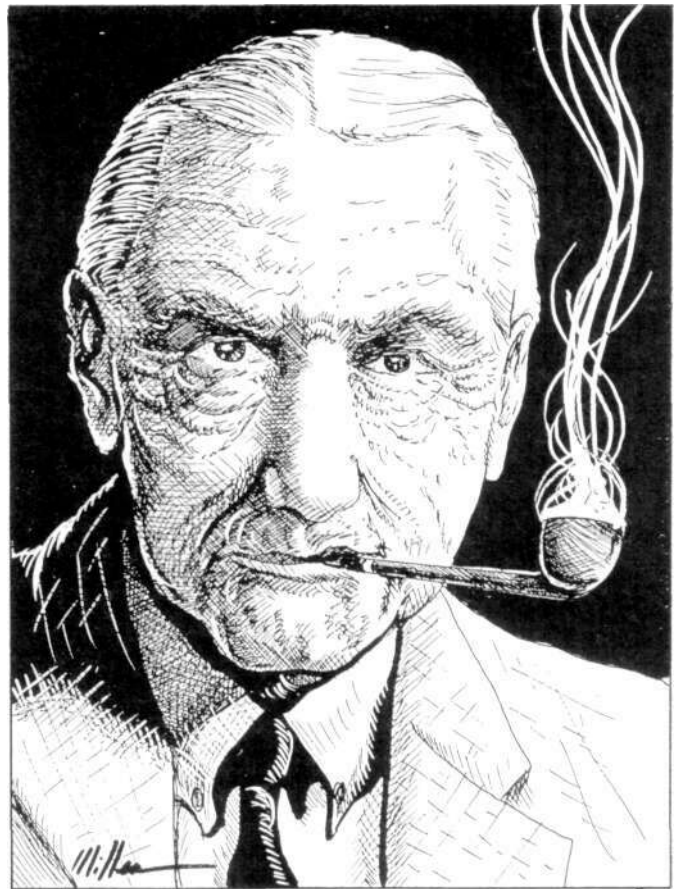
Militech has managed to irritate several national governments around the world, mostly because it supplies their enemies, but none of those small countries have the power to cause Militech much trouble beyond their borders. Militech does have a constant problem with agents from these (mostly third world) nations running constant industrial espionage missions against them. To discourage these operations, Militech has launched into a new policy of retaliation, where the uncovering of any national agents results in those agents being mailed home in a box and a massive, one-time, retaliatory bombing raid being launched against some asset of the infringing country. The target is typically a military installation, power plant or industrial area. Ironically, Militech is generally much less harsh when corporate agents are uncovered, usually choosing only to run espionage ops of its own, and maybe a punitive assassination or two.

Militech's closest national ally is the United States. As far as international influence goes that's strictly a zero, since, following the Collapse, the phrase "American International Power" is widely considered oxymoronic. But, it does mean a constant stream of large-volume arms sales to the United States, and Militech has never been one to rebuff a large customer, even if the customer is debt rid-

den to the point of oblivion. Though the larger Government checks have a habit of bouncing, Militech rarely calls in its markers since the freedom from the regulatory interference (token and trifling as it might be) which dogs most other U.S. corporations saves them millions in legal, tax, and troop costs, and prevents costly relocation.

KEY PEOPLE

GENERAL DONALD LUNDEE, USMC (RET.)



Donald Lundee is the man who, after being named CEO of the small Armatech-Luccessi, engineered its buyout and reconstruction into the mighty Militech corporation. Lundee is now seventy-two years old, and still thin, fit and handsome. He has been a strong, effective leader for Militech, and most of the credit for the corporation's huge success must go to him. He is also fiery and vocifer-

ous, and has a quick temper that has made him more than one enemy.

Unfortunately, Lundee, like so many before him, has been subtly warped by the tremendous power he has acquired. He originally joined Armatech-Luccessi with the highest of ideals. He wanted to produce superior military products at reasonable prices so that U.S. and other troops wouldn't be left facing the consequences of inferior weapons workmanship. The expansion of Armatech into Militech was a logical step toward making that philosophy apply at all levels of weaponscrafting, and not just to small arms. While Militech continues to maintain high quality standards and reasonable prices, but there are no longer any idealistic explanations for it. It is strictly business; another way for Militech to expand its market share and consolidate power. Lundee espouses noble corporate goals for public relations reasons but beneath it all, his desire is to see Militech become the most potent force on the planet.

Still, there are some problems for Lundee. While no one within the corporation can deny Lundee's leadership or executive abilities, not everyone on the board of directors likes him. This worries Lundee. Although he holds a large chunk of Militech stock and sits on the board of directors, he is not chairman, neither is the chairman a pawn of his. This means that he can lose his position as CEO should the board of directors find fault with him. Lundee has been waging a subtle financial war, trying to consolidate as much of the voting power as possible in his hands and those of those board members loyal to him. This has caused tension within the board of directors and has led to several assassinations and resignations. At this point, as the power struggle between Lundee and those board members who would replace him with their candidate continues, there is a great deal of turmoil. Lundee is not yet in imminent danger of being forced out, but that time could come if he's not careful.

None of this has done any good for Lundee's paranoia level, and he lives and travels under constant guard to prevent assassination. Fortunately for the corporation, the internal struggle has only mildly affected Militech policy, and has not damaged it politically or financially. By unspoken agreement, all internal strife is kept as secret as possible from the outside world so as not to betray any weakness within the corporation.

ROLE: Corp.

STATS: INT 8, REF 5, TECH 8, COOL 7, ATTR 6, LUCK 2, MA 5, BODY 6/8, EMP 7/5, SAVE 6, BTM -2.

SKILLS: Resources 10, Wardrobe and Style 5, Intimidate 6, Leadership 7, Social 1, Education and Gen Know. 5, Expert Soldier 8, Expert Executive 5, Expert Strategy 5, Expert Politics 5, Expert Military Weapons 7, Melee 3, Stock Market 2, Brawling 5, Handgun 8, Rifle 4, Weaponsmith 6.

CYBERWARE: Basic processor, chipware socket, muscle and bone lace, nanosurgeons, Basic cyberoptic, targeting scope, Times Square Marquee, teleoptics, Low Lite™.

ANTONIO LUCCESI

Antonio Luccessi left the Beretta company to emigrate to the United States in 1992. For a few years he lent his expertise to Colt Firearms. Then, in 1996, he struck out on his own to found Armatech-Luccessi. Within two years, the young company had a small but successful line of products on the market. Luccessi knew that to turn enough profit for expansion he would have to win some large contracts with the government or with police departments. In 1998, Armatech entered the trials for the new U.S. Infantry Assault Weapon. Unfortunately, due to pork barrel politics, the poorly designed FN system won the contract. On the other hand, several police departments did buy the Armatech gun.

Luccessi knew that Armatech was going to have to bring a Washington insider into the company if he was ever going to win a big military contract. In 2000 Luccessi forfeited his position as CEO and chairman of Armatech and wooed Donald Lundee into replacing him. It was a good move on Luccessi's part, and one of the last active decisions he would ever make on large scale company policy. 20 years later, Armatech, under its new name, had grown into a monster beyond Luccessi's conception.



Luccessi holds a nominally high-powered executive vice-president spot within Militech, but he has little real power. This does not trouble him, since he is truly happy only when working in his design studio or the manufacturing shops. The real measure of Luccessi's influence in Militech is that he is director of the breadwinning Small Arms Development division, and is responsible for overseeing systems development and production and for recruiting new engineering and design talent. In this environment Luccessi is content and happy, with freedom and resources beyond any he ever thought he would have. He continues to produce innovative, award winning weapons for his company.

Luccessi is nearly eighty-five years old, but he refuses to retire. He says he is only happy when he is doing what he does best, and to retire would be to die. Despite the medical advantages of the era, Luccessi has suffered problems with age. His eyes have long since failed and been replaced with cybernetic replacements. His arthritic hands have also given way to new artificial ones. Luccessi is a product of the previ-

ous age, and doesn't like having all this metal and plastic in his body, but he knows that it's the only way to continue his work. Since his abilities seem to have increased with age, no one in the board of directors is in any hurry to push him out. Luccessi and Donald Lundee have little contact any more, but they remain friendly when they meet. Because of his talent and knowledge of Militech proprietary data, Luccessi represents a high extraction risk. As a protective measure, he lives and works with his staff at the headquarters tower. He doesn't enjoy it, and would rather work at the old Armatech shops in New Hampshire, where many of the Militech small arms design facilities are now located. He makes regular inspection and work trips to the New Hampshire facility, always travelling under heavy escort.

ROLE: Techie.

STATS: INT 10, REF 4, TECH 10, COOL 6, ATTR 3, LUCK 8, MA 3, BODY 4, EMP 9/5, SAVE 4, BTM-1.

SKILLS: Jury Rig 10, Chemistry 5, Education and Gen Know. 8, Expert Computer Aided Design 7, Expert Draftsman 7, Expert Engineer 8, Expert Weaponsmith 10, English 4, Italian (Native), Mathematics 6, Physics 7, Electronics 6, Pistol 2, Rifle 2, Submachinegun 2.

CYBERWARE: Basic processor, chipware socket, smartgun link, nanosurgeons, basic cyberoptic (both eyes), teleoptics, Times Square Marquee, micro-optics, MicroVideo optic, targeting scope, two standard cyberarms, one normal cyberhand, one toolhand.

ROLAND YEE

Roland Yee is a wealthy Hong Kong businessman and financier. He was brought in on the original Armatech purchase and invested a great amount of money in the fledgling Militech corporation. Yee has continued to invest in Militech, and is currently the chairman of the board. Yee is a headstrong man who refuses to buck to either side in the internal power structure at Militech. This has made him something of a target, and he lives a



cautious lifestyle. Fortunately for Militech, Yee is also enough of a leader to keep things running smoothly while tensions continue among the board members. Yee would prefer to see Donald Lundee remain CEO for the time being, due to the General's experience and leadership, but he has no personal love for the man.

Roland Yee is fifty-nine years old, short, and extremely powerful despite his somewhat rotund frame. He is known for joviality and generosity among his friends, ruthlessness toward his enemies, and a business acumen that has become somewhat legendary in Militech and around the world. He has been on the board of directors since the inception of the corporation, but he has only been chairman for four years.

Yee spends much of his time at the Militech headquarters in Rosslyn, but he considers Hong Kong to be his home and maintains a lavish, well protected estate on Victoria Peak. Militech maintains a tower in Hong Kong and Yee spends much of his time working there when he is in town.

ROLE: Corp.

STATS: INT 9, REF 7, TECH 3, COOL 10, ATTR 5, LUCK 5, MA 6, BODY 9, EMP 9/7, SAVE 9, BTM -3.

SKILLS: Resources 10, Wardrobe and Style 10, Human Perception 4, Leadership 6, Education and Gen Know. 9, Expert Financier 9, Expert International Business 9, Expert Executive 8, Stock Market 7, Expert Military weapons 2, Cantonese (Native), English 7, Choi Li Put 3, Melee 3.

CYBERWARE: Basic processor, chipware socket, Mr. Studd™ rippers, basic cyberoptic, Times Square Marquee, Low Lite™ Microvideo optic.

ANDERSON BENNETT

Anderson Bennett is another member of the board of directors. He has the third largest portfolio of Militech stock, and has been a member of the board of directors for six years. He also covets Yee's chairmanship, and is secretly trying to amass a controlling interest and sway the voting of the other board members to increase his power. Bennett is one of Donald Lundee's enemies, and would like to see the General replaced with an individual of his choosing. Anderson has ordered two bungled assassination attempts on Lundee. So far no one has traced them back to him. Bennett is extremely good at hiding his personal ambitions under a cloak of apparently good corporate intentions.

Anderson Bennett is forty-eight years old, and comes from an old-money Texas family. He maintains a corporate cowboy image, and is known for being an attention hog and media baby. He has some other allies on the board, but so far not enough to be a serious threat to Roland Yee. Yee has his suspicions of Bennett's disruptive activities, but has been wary of having Bennett forcibly removed (i.e., assassinated), since, due to Bennett's high profile, the death would almost certainly turn into a media circus. That wouldn't bother Yee, but he doesn't want any more outward indication of the board schism than necessary, as it would project weakness.

ROLE: Corp.

STATS: INT 7, REF 7, TECH 3, COOL 8, ATTR 8, LUCK 1, MA 6, BODY 8, EMP 10/4, SAVE 8, BTM -3.

SKILLS: Resources 7, Wardrobe and Style 5, Oratory 7, Seduction 3, Social 2, Persuasion and Fast Talk 5, Education and Gen Know. 5, Expert Businessman 7, Expert Executive 6, Expert International Business 3, Stock Market 7, Pistol 3.

CYBERWARE: Skinwatch, basic processor, chipware socket, data-term link, subdermal armor, basic cyberoptic, Times Square Marquee, anti dazzle, targeting scope, basic cyberaudio, bug detector, phone splice, scrambler, homing tracer, level damper, two Superchrome® cyberlegs with thickened myomar.

MARGARET ELLEN GOLDSTEIN

Margaret Ellen Goldstein was another one of the investors in the original Armatech buyout. She has been active in the directorship of the Militech corporation ever since. A wealthy heiress, she has increased her already sizable fortune through the success of Washington-based public relations and lobbying firm Goldstein, Harper, Shotwell and Associates. Goldstein knows General Lundee from his days in the military, when they traveled in the same Washington social circles. Lundee and Goldstein even had a brief relationship, shortly before Lundee resigned from the Marine Corps. Goldstein has remained a firm supporter of Lundee ever since Militech was formed, and continues to back him on the Board of directors. With one of the largest voting shares on the board, her power has proved invaluable to Lundee on several occasions. Goldstein and Anderson Bennett have a long history of disagreement and there is no love lost between the two. It is quite likely that they would be the major contenders for the chairmanship position if something were to happen to Roland Yee.

Margaret Ellen Goldstein is now sixty-three years old. She has had extensive (and incredibly expensive) cosmet-

ic reconstruction and body-sculpting, and still looks like she is in her late thirties or early forties. Her boyfriend is an East Coast socialite twenty years her junior. The P.R. firm, which continues under the directorship of Goldstein's son Mark, remains successful, but is now a wholly owned subsidiary of Militech. They handle all spokesperson duties for the corporation.

ROLE: Corp.

STATS: INT 9, REF 5, TECH 4, COOL 10, ATTR 8, LUCK 6, MA 5, BODY 6, EMP 8/5, SAVE 6, BTM -2.

SKILLS: Resources 8, Personal Grooming 6, Wardrobe and Style 8, Social 6, Persuasion and Fast Talk 3, Education and Gen Know. 7, Expert Lobbyist 9, Expert Public Relations 10, Expert Executive 5, Stock Market 2, Pistol 6.

CYBERWARE: Light tattoo, synthskins, techhair, basic processor, dataterm link, chipware socket, two basic cyberoptic modules, color shift, Times Square Marquee, Microvideo optic, targeting scope, skin weave.

BRADLEY DAVID PARKER JR.

Bradley Parker Jr. inherited his position as a junior member of the board when his father, Wall Street financier Bradley Parker Sr. was assassinated in the wake of a corporate takeover gone bad. Parker Sr. had not been among the original Armatech buyout investors, but had moved into Militech stock only a couple of years after the buyout, when the still struggling company was attempting to fend off takeover bids from competitors that it has since destroyed. Parker Sr. left his entire portfolio and fortune to his son, Parker Jr. Unfortunately, Parker Jr. has not proved to be gifted soul that his father was. Most of the fortune went down the tubes, and only quick action by Donald Lundee preserved Bradleys Militech interests. Bradley Jr. has been indebted to Lundee ever since, and remains the General's staunch supporter. Lundee has taken a liking to the young man, and has taken him under his wing until he learns the ropes. Parker manages the General's day to day affairs, serves as his

executive assistant, and uses his board voting power to support Lundee. He is oblivious to his reputation as Lundee's toady.

Parker is a tall, thin man with blond hair. He is deathly afraid of surgery, and wears glasses rather than submit to cyberoptic implantation. This has made him the butt of some jokes around the company. He is about thirty-one years old, quick tempered and abrasive to everyone except Lundee.

ROLE: Corp.

STATS: INT 7, REF 7, TECH 4, COOL 6, ATTR 6, LUCK 7, MA 8, BODY 7, EMP 8, SAVE 7, BTM -2.

SKILLS: Resources 7, Accounting 7, Education and Gen Know. 5, Expert Military Weapons 2, Expert Personal Assistant 6, Stock Market 1, Handgun 2.

CYBERWARE: None.

NILS ENGELSSON, PH.D., M.D.

Dr. Engelsson is a vice president, director of the Militech Special Projects Department, and one of the most important non board-members in the Militech Hierarchy. Dr. Engelsson's specialties are biomechanics, biochemistry and reconstructive surgery. Besides being general director of Special Projects, he is also running the genetic, cybernetic and chemical modification experiments being performed by the Department. He is known amongst the troops and lower executives as Dr. Death, and considered someone to avoid. It is rumored that to cross him is to end up as the subject in one of his experiments. You might end up a superman. You might end up dead...or worse.

Dr. Engelsson is privy to Militech's deepest, darkest secrets, and is considered a class one extraction or assassination risk. He divides his time between the Rosslyn headquarters tower, where he reports directly to the board, and the super-secret Special Projects Labs near the Militech Weapons Proving Grounds in New Mexico. He is always accompanied by crack bodyguards, and travels long distances either in armed air-convoys or under deep cover.



Engelsson is a tall, whipcord thin man in his late fifties, with thinning blond hair. He is known for having a jovial attitude that can turn icy and threatening in the blink of an eye. Swedish by birth, he seldom returns to his homeland any more. When he does go back, he bases himself out of the Militech Stockholm office, a small but secure facility.

ROLE: Techie.

STATS: INT 11, REF 5, TECH 10, COOL 10, ATTR 4, LUCK 2, MA 5, BODY 4, EMP 6/3, SAVE 4. BTM-1.

SKILLS: Jury Rig 8, Intimidate 10, Education and Gen Know. 10, Expert Cybernetics/CyberTech 9, Expert Biochemistry 9, Expert Surgeon 7, Expert Research/Theoretical Medicine 10, Expert Nuclear

Medicine 6, Expert, Biophysics 7, Expert Military Weapons 5, Expert Special Weapons 5, Expert Manager 4, Swedish (Native), English 5, First Aid 6.

CYBERWARE: Basic processor, tactile boost, dataterm link, chipware socket, machine link (remote robosurgeon control), subdermal armor, two basic cyberoptic modules, Times Square Marquee, image enhancement, micro-optics, Microvideo optic, digital camera, one cyberarm with RealSkinn™ and tool hand.

ANASTASIA LUCESSI



Anastasia Luccessi is Antonio Luccessi's twenty-five year old granddaughter, child of Antonio's youngest son. Attracted by the idea of working for the company her

grandfather helped to found, Anastasia fled her agrarian family at the age of seventeen to come work in the United States, leaving her distraught parents and siblings behind. Upon arrival, Antonio secured for her a space in the Militech special operations training school, wishing for her to become an executive, but believing that the combat training would help her protect herself in the dangerous corporate world. But Anastasia took to the combat training, and to her grandfathers consternation, decided to make a career out of special operations.

Anastasia was a special operations natural, and has become one of Militech's most dangerous agents. She is darkly and seductively beautiful, merciless, and adept at several forms of combat. She has run infiltration, extraction, espionage and assassination missions for the corporation. Her loyalty to Militech is above question, and she is a common sight around the Rosslyn office, the New Hampshire design facilities, the Special Ops School, and the Special Projects facilities where she has clearance as a security expert. She is known among the board by the codename Sphinx and among the lower executives and troops by the nickname The Bitch.

ROLE: Solo.

STATS: INT 8, REF 10/11, TECH 7, COOL 10, ATTR 11, LUCK 4, MA 8, BODY 8, EMP 9/4, SAVE 8, BTM 3.

SKILLS: Combat Sense 8, Wardrobe and Style 9, Interrogation 8, Seduction 9, Social 5, Awareness/Notice 6, Expert Special Ops 5, Hide/Evade 5, Italian (Native), English 7, Shadow/Track 4, Wilderness Survival 2, Driving 4, Pistol 8, Rifle 6, Submachinegun 2, Demolitions 3, Elect. Security 6, Melee 5, Aikido 5.

CYBERWARE: Basic processor, Kerenzikov boosterware level one, adrenal booster, smartgun link, chipware socket, contraceptive implant, toxin binders, basic cyberoptic module, image enhancement, Times Square Marquee, tele-optics, Low-Lite™, cybersnake, rippers (both hands).

CARSON DOMINGUEZ

Carson Dominguez has been a junior member of the Militech board of directors for four years. He represents a group investment that has purchased a large portion of Militech stock for its portfolio. In this respect, he is typical of several junior board members, and would be completely un-noteworthy except for one thing...he is on the Arasaka payroll. Arasaka has had Dominguez, and most of the directorship of the group that employs him, in its pocket for several years. They were more than delighted when someone under their influence ended up on the Militech board, even in a junior position. Dominguez although junior, has access to a tremendous amount of information concerning Militech's products, plans and goals.

Dominguez owes no particular allegiance to either Arasaka or Militech. He simply likes getting two large paychecks. He works hard to conceal his duplicity, however, since he knows that his life wouldn't be worth spit if he was caught. Militech would kill him for being a spy and Arasaka would kill him just to tie up loose ends. He has considered attempting to get even more money out of the situation by revealing the truth to Militech and becoming a double agent, but the possibility of him surviving for long are small, so he has ignored that option for the time being.

Dominguez is about thirty-four years old, swarthy, handsome and dark. He is a clever executive, and has been a valuable member of the board for Militech. That is part of the reason why he can get away with spying for Arasaka for as long as he has. Dominguez has designs on Anastasia Luccessi, but also knows that, were he discovered, she is, in all likelihood, the person who would be sent to kill him. This has put a bit of crimp in his romantic plans.

ROLE: Corp.

STATS: INT 7, REF 8, TECH, 3, COOL 8, ATTR 9, LUCK 5, MA 7, BODY 8, EMP 8/5, SAVE 8, BTM -3.

SKILLS: Resources 6, Wardrobe and Style 4, Personal Grooming 4, Education and Gen Know. 4, Expert Executive 5, Stock Market 4, Spanish 5, Library Search 2, Brawling 4, Melee 1, Driving 6, Pistol 5.

CYBERWARE: Basic Processor, chipware socket, Mr. Studd™, basic cyberoptic, Times Square Marquee, Micro Video optic, infrared, Superchrome@right cyberarm with flame thrower.

BASIC MILITECH SOLDIER

These are the basic soldiers used by Militech for its own war and security purposes and hired out as mercenaries. Variations encompass special ops solos, agents and trainers.

ROLE: Solo.

STATS: INT 7, REF 8/?, TECH 5, COOL 8, ATTR 5, LUCK 6, MA 7, BODY 8, EMP 7/?, SAVE 8, BTM -3.

SKILLS: Combat Sense 5, Awareness/Notice 4, Expert Soldier 3, Expert Airborne Ops 2, Expert Urban Ops 2, Specialty Skill (i.e., Expert Desert Ops *or* Expert Maritime/Amphibious Ops *or* Expert Demolitions *or* Expert Artillery *or* Expert Security, etc.) 1-6, Athletics 4, Pistol 5, Rifle 6, Sub-machinegun 5, Wilderness Survival 4, Stealth 2, Wrestling 4, Possible Vehicular Skill (i.e., Driving, Tank Operator, Pilot Fixed Wing, Pilot Helicopter) 2-9.

CYBERWARE: Various.

POSSIBLE VARIATIONS: FOR SPECIAL OPS/ SOLOS/SPECIALIZED SOLDIERS:

INT 8, REF 9, Combat Sense 6, Up to four specialty skills, Pistol 6, Stealth 5, Hide/Evade 6 *or* Disguise 5, Elect. Security *or* First Aid *or* Tech Skill 2-8, Possible multiple vehicular skills.

Remember, Militech has soldiers who are competent tank drivers, fighter pilots, and so on. If you are designing or using a large group of Militech soldiers

make sure that the appropriate skills have been distributed. Many Militech solos, special ops agents and even corps will have come from the soldiering ranks and have some of these odd skills. It may not mean anything in most campaigns, but who knows when it could suddenly become important.

BASIC MILITECH CORP

These are the run of the mill middle and lower executives that work at various jobs throughout the corporation, and can be found at Militech offices around the world. Naturally, there is some variation, but simply by virtue of working for Militech, most have certain skills in common.

ROLE: Corp.

STATS: INT 7, REF 6/?, TECH 4, COOL 8, ATTR 7, LUCK 5, MA 6, BODY 7, EMP 8/?, SAVE 7, BTM -2.

SKILLS: Resources 5, Leadership 1-2, Education and Gen Know. 5, Expert Executive 4, Expert Military Weapons 1-10, Expert Sales *or* Expert Advertising *or* Expert Management *or* Expert Finance *or* Expert Contracting *or* Expert International Business *or* Expert Stock Market 2-9, Pistol 1-5, Driving 1-4.

CYBERWARE: Various.

UNIFORMS, EQUIPMENT AND PERSONNEL

Militech is a tightly-run organization, and it expects the dress and mannerisms of its executive level employees and combat troops to reflect that. Variations in style and affectation are permitted, as long as the results look good.

EXECUTIVES

Militech pays its middle and upper level executives well, and it expects them to put a little of their paychecks into appearance. Militech doesn't enforce the conservatism of Arasaka, and most of the company's dress and style code is unwritten, but the understood conditions, and the nature of *Cyberpunk* executives to want to outdo each other whenever possible, keep things looking tight. In fact, more than one visitor has suggested, after a visit to a Militech office, that it's something like a large, tasteful fashion show. Nothing too wild, but everyone of an executive level is wearing some variation of whatever the current trends in business design and style are. The drab appearance of the staff and service employees, who don't receive the same top notch financial treatment, serves to make the upper echelons look even better.

There are a few specific rules which Militech executives are expected to follow, regardless of everything else. First: everyone, women included, keeps their hair short. No one knows why this has remained policy, although certain theories suggest that having an ex-chief of staff CEO is probably the root of the restriction. This is an unusual restriction for 2020, when styles dictating both men and women's hair length fluctuate wildly on an annual basis. The only exceptions are undercover special ops agents and some solos who refuse to enlist with Militech unless they can follow their own style inclinations. This bylaw has given fits to some of the executive men and women who would like to follow longer hairstyle trends, but it remains immutable. Militech executives, the women in particular, tend to make up for the hair length restriction by sporting a variety of unusual styles and colors instead. Also, as with most other corporations, a lapel pin with the company logo is a common accessory. Even here there is variation, however. Several styles are available, from discreet silver versions to diamond and platinum brooches for more ostentatious executives. Lastly, of

course, Militech executives are required to use company manufactured weapons and equipment whenever possible. It's punishable by reprimand to carry another company's weapon except under special conditions, or with written permission from the Militech Board of Conduct. Carrying an Arasaka weapon will get you fired and black-listed in a hurry, or killed as a spy. All Militech executives are issued a Militech hand gun when they are hired, but they are not required to carry it.

When executives are running field demos they are permitted to wear outdoor or casual clothes or paramilitary attire, but it is common for them to remain in business outfits and use actual Militech soldiers or service employees to handle all tasks which require grubby clothing.

SERVICE EMPLOYEES

Service employees, including cafeteria people, maintenance technicians and so on, wear uniforms specific to their position. Blue jumpsuits, caps and equipment belts make building maintenance people easily identifiable. Cafeteria employees wear red, janitorial staff wear green, medical staff wear white and so on. Executives are required to wear I.D. badges only in secure areas, but service employees must wear them at all times. All service employees carry whatever equipment is relevant to their job. Unlike executives, they are not permitted to carry weapons in the building, nor are they issued weapons upon hiring.

STAFF

The staff level employees have the greatest level of freedom of dress and style of all Militech employees. The receptionist and secretarial staff members are allowed to sport hair of whatever length they please, and any clothes that fit within the general corporate attire genre. The only exceptions are the front desk receptionists, who are required to wear a 'uniform' which is actually a stylish women's suit. Personal secretaries can wear whatever their executive bosses think appropriate.

Showroom sales staff tend to demonstrate the most flair. They are required to dress well, though not necessarily in business clothing. While many do wear suits and suchlike, it is common for sales staff to wear stylish shortsleeve, or casual long-sleeve outfits. It is felt that the cross section of styles will make some people, notably the younger clients, feel more at ease in the showroom, and thus, more likely to part with their money. Staff level employees need not carry identification except in towers and in secure areas. They

are not issued weapons, nor are they permitted to carry them in the towers except in the showroom area. In smaller offices, and showrooms not located in Militech towers, they are permitted to carry weapons whenever they like. This is considered a good policy since theft attempts at Militech showrooms, while rarely successful, are quite common. There are always some security agents on hand, but the sales staff feels a little more comfortable if they're packing a little punch of their own.

SOLDIERS



Standard Militech infantrymen wear a dark grey jumpsuit uniform. The cap, webbing, boots, helmets and torso armor are black. The Militech logo appears on the left shoulder and right breast, unit patch on the right shoulder. Rank appears on both arms and on the collar wings. There is a name patch above the right breast pocket on shirts and jumpsuits, and printed above the right breast on torso armor. The basic equipment load includes a small field pack with rations and water, medical equipment, spare ammunition for whatever weapons the sol-

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dier is carrying, a personal communications unit, a Tac-Stac, a light and a knife. The basic weapons load for ground troops is a field knife, a Militech Avenger pistol, and the Mk IV assault rifle. Paratroops use the Dragon Light Assault Weapon. (These are the same top of the line general-issue weapons made by Militech and sold to the Lazarus Group, the U.S. Armed Forces, and countless other clients.) There are variations in equipment for special missions and assignments, such as airborne ops, maritime duty, and chemical warfare, and there are woodland and desert camo patterns that can be used to replace the basic grey, which is typically used only for urban missions and facility guards. As with most other organizations, special ops troops and solos are usually allowed to requisition whatever equipment they feel to be necessary for a mission, and wear attire they deem appropriate. There are a variety of special purpose weapons, equipment and clothing available for the use of special purpose soldiers.

There is no dress uniform *per se* for Militech troops. A clean grey uniform with shined weapons, armor and

boots is considered appropriate for all ceremonial duties and assignments requiring a slick appearance. If soldiers are asked to attend a formal event as guests, and not in a combat capacity, they are expected to wear civilian clothes. For times when Militech wants armed agents or guards who can blend into upper crust formal events it is liable to use armed undercover special ops agents either in individual clothes, or when speedy identification is necessary, in matching suits. A discreet lapel pin indicates rank in dress situations.

There are no major variations in standard or dress outfits between officers and enlisted men. In non-combat situations officers wear a beret instead of the black cap that goes along with the combat uniform, but in action, helmets supplant both. In formal on-duty situations there is nothing other than the lapel pin to indicate any difference between officers and enlisted soldiers, but the quality of clothing usually makes a good indicator. Officers can typically afford much nicer suits than most enlisted men.

It's also worth pointing out that Militech uses more soldiers with special fields of expertise, such as tank operators and fighter pilots, than many other corporations. Naturally, equipment and clothing particular to each specialty is available, but the basic uniform remains the same grey and black, and the dress uniform is civilian clothes, same as for infantrymen. It is common for Militech soldiers of all varieties, when not in undercover situations, to wear a lapel pin indicating their specialty. All Militech uniform and equipment standards apply to both in house troops and troops contracted out as mercenaries. Clients using Militech soldiers as mercenaries are allowed to make minor modifications in dress or equipment to ensure compatibility with their own troops, if any, but Militech likes to maintain its own standards, and keeps a close eye on any changes.

GUARDS

Militech uniformed guards are a special detachment of their standard infantry with extra training in security procedures. They protect all Militech towers, regional offices, special facilities and sales showrooms. Guards wear the standard grey jumpsuit with black armor and accessories. Depending on the posting and their rank they will wear either a helmet, cap or beret. Guards do not use the full equipment kit that soldiers do, typically carrying only a personal radio, a light, a knife, and sometimes wrist restraints. Special equipment, such as night

vision devices or non-lethal weaponry may be issued on some postings. Standard weaponry issued to guards includes the Avenger pistol and either the Viper sub-machinegun or assault shotguns.

Militech guards are removed from the normal Corporate Infantry chain of command, answering first to their site supervisor, then to the regional security director at the nearest main office or major facility, and then to the Security Forces Commandant back at the main office in Rosslyn.

VEHICLES, EQUIPMENT AND WEAPONS

As the world's largest designer and builder of military and paramilitary weapons and accessories, it goes without saying that Militech has an astounding array of equipment ready for immediate use or sale to other corporations and nations. The following are just a few of the many weapons and other pieces of equipment produced, used and exported by Militech. See also the Uniforms, Equipment and Personnel section on the Lazarus Group for the breakdowns on the five types of Militech firearms typically used by that corporation, as well as a description of the TacStac computer.

MILITECH M-88 REVISED COMBAT HELMET



The M-88 is a brand-new, fully enclosed infantry helmet that is currently being issued to special attack and guard

units for testing. It has an integral face shield and respirator and offers complete protection against all inhaled agents. The communications microphone and earphones are built in, as is a small, forward facing video camera array which not only provides input for night vision systems but can transmit images back to a rear-echelon receiver. The face shield functions as a heads-up display which is interfaced with a belt-pack accepting chipped data, such as maps. For complete navigational and informational aid the display can also be linked with a TacStac, or via cellular communications, to a rear-echelon data system. Among the other advantages afforded by the helmet are complete infrared and low-light imaging, full glare suppression, a smartgun targeting system, and an audio compression system which boosts weak sounds and limits loud ones. The helmet is powered by a seven-day, rechargeable battery in the belt-pack. Even with no power it is still a useful piece of armor. Helmet weight is relatively heavy at .75 kilograms, but due to advanced polymer construction, much lighter than it might otherwise be. The belt-pack weighs .5 kilograms and contains the batteries, transceiver and chipware sockets. It is connected to the helmet with a 1 meter cord. Connections for interface plugs and for the TacStac are also provided, allowing the soldier to cybernetically access and control all of his equipment in a combat situation. In game terms, the helmet is **20 SP**, the face shield 15 SP. The helmet has 10 SDP. Once 10 pts. of damage have gotten through the electronic functions no longer operate. Of course, by this time, the wearer may not care any longer. It has an Encumbrance Value of -1 to the wearer's REF. It offers Low-Lite, Infrared, Anti-Dazzle, Targeting, and Amplified Hearing and Level Damping comparable to the cybernetic functions listed in *Cyberpunk 2020*. It also has an Image Intensifier, but it is only +1 to *awareness due* to the helmet's limiting of peripheral vision. The communications system is comparable to a Toshiba PRC-10 radio. Only one visual intensification system can be used at a time, but they may all be used in combination with the targeting and map. The targeting is usable *only with* smartguns. Essentially, the helmet duplicates cybernetic features, although it may be worn for solely protective purposes. Good unit, eh? So what's the catch? The price. The helmet is not in general release yet, and is being used only by elite Militech troops. There are a couple floating around on the black market, but the list price is 5000eb, and the black market price is twice that. Rumor has it that underwater, spacesuit, and piloting versions of the

helmet are in development, or, perhaps already in use. Basic helmet price: 5000eb (10.000eb. black market).

NOTE: Remember, the helmet is designed to simulate cybernetic functions, you need not have cybernetics to use it. Without cybernetics, however, all data and control functions must be operated manually.

MILITECH BULLDOG COMPACT ASSAULT SHOTGUN



This is a compact, twelve-gauge, selective fire shotgun, utilizing a twenty-one round curved magazine. It was designed to fill the void left by the lack of easily controllable auto-shotguns, and uses a proprietary system of gas porting and spring compensation to reduce recoil. It also has an integral laser sight, which uses a diffraction scanner to draw a circle of bright red light equivalent to the pattern size at the impact point. For grenade and slug use, the laser may be tightened down to a narrow beam. The beam is also adjustable for different loads and barrel chokes. The gun fires single shots, three round bursts, or fully automatically. It may be bought as a factory smart-gun mod for 500eb extra. Options available include a jacketed slug for armor-piercing and a twelve-gauge grenade loaded singly. Explosion area for the grenade load is two meters. When grenades are fired roll 1D10. On a 1-2, the grenade doesn't detonate. It will still do 1D6 if it hits a target directly, however. This weapon is commonly sold to solos and security troops. It is also common among paratroops expecting to do urban combat. Price: 800eb.

SHT 0 L P 4D6(00)/ 3D6AP(SLUG)/ 2D6EXPL(GREN) 21 3/1 0 ST 50M

MILITECH REFRACTIX PLUS BINOCULARS

This is a line of state of the art Military-Marine binoculars for use in all combat situations. It is also an example of the kind of product which Militech sells in large volumes to the general public. Refractix binocs are standard

issue in many military organizations, but they are also a popular item on the civilian market. Depending on the model, power ranges from 4x to 10x, with fields of view from 30-50°. More expensive models have a zoom function. A small battery pack powers a host of options including laser range-finder, integral digital compass, and low-light and infrared settings. There are built-in jacks for interfacing to cybernetic control or video recording devices. The battery-pack is good for twelve hours of powered use. In power-offsetting, or without batteries, the unit functions as normal, optical binoculars. They are the size of large, standard binoculars, although they look a little different. Weight: .5 Kg. Cost: 350-550eb.

MILITECH "COWBOY" U-55 GRENADE LAUNCHER

This is a multiple round, semi-automatic grenade launcher designed specially for use in urban situations. It fires a variety of specialized and all-purpose rounds from a rotating, drum magazine. The grenades are 25mm projectiles similar in appearance to large shotgun shells. Loads include fragmentation (5D6/3m Radius), flash (50% chance per person of-5 to REF and *Awareness for* 5 turns/5m radius), incendiary (4/3/2D6 for 3 turns, ignites all flammables within a 1m radius), concussion (3D6stun only/4m radius, armor acts at 1/3 effectiveness), and all standard gas and smoke loads. The weapon may be fired semi-auto or in three shot bursts. Any combination of loads may be in the magazine. A common technique is to use three shot bursts, and load the weapon so that each salvo fires one frag, one concussion and one incendiary round. For riot control, similar combinations of flash, gas and birdshot rounds are used. The launcher can be smart-chipped, and sports an integral optical sight. Light weight and stubby design make the weapon ideal for close the confines of urban combat. Popular with riot cops and the 'borg squad. Price is 800eb, 5eb per round.

HVY 0 N P VARIOUS (SEE ABOVE) 12 1/3 ST 150M

MILITECH SECOND CHANCE CYBERDOC IMPLANTED EMERGENCY MEDIKIT

This is a cybernetic device installed in the body and designed to counter some of the effects of trauma and chemicals. The system is self-contained in the form of a small, ovoid box implanted under the rib-cage and hooked into a neural plexus and the circulatory system. A

built-in biomonitor keeps tabs on vital signs and body chemistry. When distress is registered, the CyberDoc injects an antidote for the toxin, or in the case of trauma, drugs to prevent shock and circulatory collapse. The CyberDoc can counter sleep and nausea drugs, nerve and biotoxins and hallucinogens. In game terms, the stricken individual must roll 1D10. On a 1-3, the drug or toxin is fully counteracted. On 4-7, the drug or toxin does 1/2 normal effect. On an 8-10, oops, oh well, better file for that money-back guarantee. For trauma the CyberDoc is +2 to all stun and death save rolls. The bad news is, CyberDoc can counter any given effect only three times, (i.e., if you fail your boosted save three times, or you are exposed to a drug or gas three times, or for three turns, too bad...the CyberDoc gives you an edge, but it's no cure-all.) After that, the unit is out of the appropriate antidote or drug and must be refilled in an outpatient cyberclinic. A subdermal pack in the arm contains the battery (good for five years), a light which indicates when the 'Doc is running low or out of something, and a cutoff switch for medical reasons (can't have the 'Doc countering the Trauma Team's anesthetic). The 'Doc can also be implanted in a cyberlimb, which makes home reloading possible. The 'Doc is ineffective against teargas or blister agents. Popular among solos, soldiers and cops.

MILITECH CYBERDOC MA CBD 1500EB 1 D6-1 H. L.

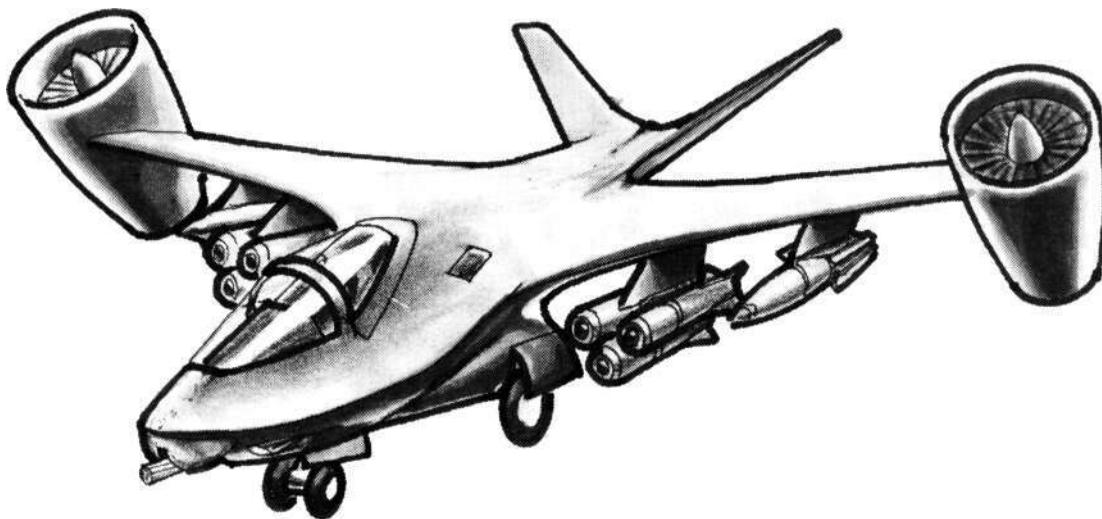
NOTE: The above line corresponds to the master cyberware list in *Cyberpunk 2020*.

MILITECH M-78 REVISED PERSONAL, ARMOR

Militech has used advanced polymer technology to create a new generation of personal armor which is not quite as tough as other armors available on the market, but which is not susceptible to standard armor-piercing rounds and edged weapons. The drawback is that, in order to achieve the same degree of overall protection as other armors, more layers must be worn. The maximum single layer SP is 14. This has limited popular versions of this armor to three models: a T-shirt (SP 7 > EV +0), a jacket, (SP 14, EV +1) and a heavy vest (SP 18, EV +2). (If layered under other armor, the T-shirt becomes EV +1.) The advantage is that all of these items stay at full resistance vs. armor piercing bullets and bladed weapon attacks. This armor is popular in situations where police and troops expect to face knives or AP bullets. A variety of styles and patterns are available, and Militech has sold the armor to designer clothing manufacturers for use in the latest upscale protective-wear. T-shirt cost: 130eb. Jacket cost: 300eb. Vest cost: 300eb.

MILITECH AVX-9C "VIPER" ATTACK AERODYNE

This vehicle bears little visible relation to its non-combat cousins, the AV-4 and AV-7. It is similar to the AV-6, but represents second generation design, dumping the original configuration for the latest in hybrid lifting body technology for increased speed and range. It is designed for use in attack, ground support and crowd suppression roles. It



uses two of the powerful International Electric MVB-Sidewinder Turbofans to generate over 50,000lbs of fuel-efficient thrust. Mounted on the ends of stubby wings, the Sidewinders can rotate through 110° for forward, vertical and reverse flight. The IEC MVB-Sidewinders replace the vectored Rolls Royce Pegasus IIs, now fading into obsolescence. The sinister-looking fuselage and stubby wings act as a lifting body for forward flight. The hull is dotted with hardpoints for a variety of stores, including rockets, bombs, gun pods and external fuel tanks. A crew of two operates the craft; the pilot flying by manual or cybernetic control and operating the nose-mounted turret minigun, and the radar/weapons officer riding above and behind the pilot, cybernetically operating the main stores. The Viper uses the latest in auto-tracking weapons and cybernetic navigation and guidance for true all-weather offensive capabilities. Six tons of stores may be carried. The Sony-Matsushita targeting computer is capable of tracking 50 separate targets, and conducting offensive action against five of them through the use of fire and forget missiles. A laser guidance system can deliver bombs with pinpoint accuracy. Zetatech International produced the night vision system which allows high-speed flight at low altitudes in darkness and heavy weather. The Viper has a top speed of 530mph, a ferry range of 1800 miles and an operational combat radius of 750 miles. Range can be increased by external fuel tanks. The Viper uses advanced polymer armors, and has **SP 75, SDP 110**. The exposed engines are the vulnerable point at **SP 50, SDP 30**. Although it has only weak glide characteristics, the Viper has ejection seats and an emergency parachute system which can save the aircraft in the event of catastrophic engine failure. The aircraft must be above 2500m altitude for the vehicular chute to work. Although fantastic by AV standards, the Viper is still no match for a true fighter aircraft. However for anti-armor and troop support it is unequalled. It is often used to fill the gunship role while AV-4s deposit troops in hot zones. It is in use by several national and corporate armies, and even some wealthy police forces. A naval variant is also in production. Cost: 18,000,000eb.

VIPER WEAPONS

Some of the stores that may be carried by the AVX Viper are: 1000, 500, 250 or 100lb laser guided or unguided bombs, 500 or 100lb cluster bombs, 500lb retarded bombs, 2000lb fuel-air bombs, 2 inch unguided rockets in 500lb/30 packs, Anvil-2 anti-tank missiles in 500lb/3 packs, 1000lb cannon or minigun packs including the

30mm rocket gun, chemical bombs, 750lb Lance long-range radar-guided AAMs, 300lb Falcon cyber-assisted infrared AAMs, up to two 2000lb (300gal.) fuel tanks, ECM packages, 500 or 1000lb programmed/radar-guided fire and forget air to ground missiles, and of course, that old standard, napalm. The AVX can also fire rockets containing the "Porcupine" and other advanced vehicle-killing rounds described in the *Main Products and Intent* section.

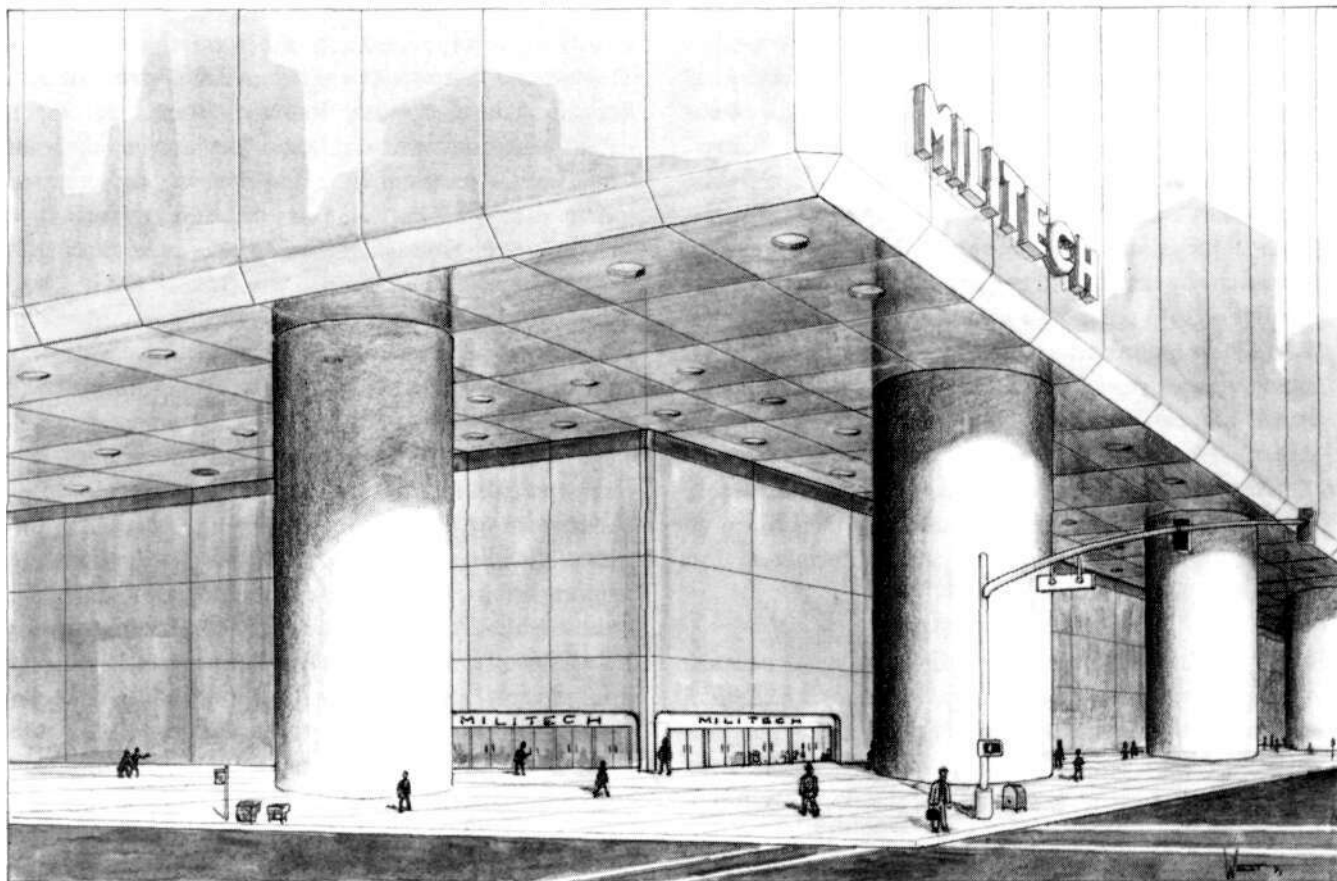
OFFICES AND KEY FACILITIES

Militech, like Arasaka, is among the more visible corporations in most cities. Militech's stupendous volume of regional, corporate and international sales requires large offices in cities around the world. These offices serve as loci for bureaucratic activity, sales and delivery, marketing, subsidiary management and military activity. In addition, the Militech showroom is an ubiquitous sight in most any upscale shopping area. One thing that sets Militech apart from Arasaka is that it has no standardized design for its large office towers. The Arasaka benchmark is the Tokyo tower, and all that corporation's other major offices are patterned after it in architecture and decor. Militech's head office tower stands alone, though, and subsequent towers have been designed and built according to individual ideas and plans. Militech does require its office towers to adhere to certain standards of safety, security and design, but in general a great deal of freedom has been given to the groups responsible for construction of new facilities.

THE MILITECH CORPORATE HEADQUARTERS TOWER

LOCATION

The Militech Corporate Headquarters Tower, like that of its ally the Lazarus Group, stands in Rosslyn, Virginia, across the Potomac from Washington D.C. The two towers are only a few hundred meters apart, and always clearly visible to each other. Like the Lazarus tower, the Militech tower has a clear view across the Potomac to the D.C. Mall, Foggy Bottom and so on. One advantage to being in Rosslyn is that the Militech tower is very close to the Pentagon, which is also in Virginia. As the U.S. Military is one of Militech's main clients there is always a great deal of road and air traffic between the Militech



Militech corporate tower Rosslyn, Virginia

tower and the Pentagon Complex. (In 2020, the Pentagon Complex consists of the old Pentagon building and the new Pentagon Tower. There has been some talk of moving all U.S. Military bureaucratic operations into the new tower and leasing the old Pentagon building out as low-rent housing in order to make few extra bucks, but the plan is currently in the formative stages and a matter of fierce legislative debate.) There is also a plan under way to string a private Metro subway line between the Pentagon complex and the Militech tower. This would ease road and air congestion, but Militech is still a little leery, as it considers Pentagon security to be haphazard, and far below modern corporate standards.

ARCHITECTURE

When one looks at the Militech tower, one thought is likely to pop into the mind: steel. The Militech tower, all eighty-two stories, is surfaced in burnished steel and mirrored glass. When the sun is shining, the reflections can make the tower painful to look at. This phenomenon has led Rosslyn and D.C. locals to come up with a couple of nicknames for the Militech tower. The building is com-

monly referred to as "the torch," "the looking glass," or most irritating to Militech employees, "twinkle tower."

The structure itself is largely unimaginative: a square tower that goes straight up for eighty-two stories. The ground floor is under an all-around cantilever, but that's the only piece of stylistic design to be found on the tower. Thick concrete columns rise from the ground to support the edge of the fourth floor, which is where the cantilever begins. A forty foot high glass wall with steel supporting members stands behind the columns and rings the bottom three stories around the base of the tower. The main entrance is in a recessed ground floor wall. Unlike the Lazarus and Arasaka towers, the Militech building is not surrounded by a concourse or plaza. It occupies the entire area of the city block upon which it is built, and the cantilever columns front the sidewalk directly. The sidewalk around the building is quite wide, but that is the only buffer zone.

The first three floors, designed as airy galleries, are open to the public, but tight security is maintained at all

times. Everyone in the bottom three floors is subject to weapons searches and scanning. Only Militech executives and guards may carry weapons in the building without special permission. The first three floors are serviced by special elevators and stairways which permit public access. Those elevators and stairs going to the fourth and higher floors, or to the secure underground areas are under tight security and may only be used by Militech employees and other authorized individuals. The tiered pavilion design of the bottom three floors of the Militech tower was conceived and built for purely aesthetic reasons, but it can serve a defensive role similar to that of the Lazarus Group's tower entrance in a pinch (see *Lazarus Offices and Key Facilities*). The second and third floors have clear, elevated fields of fire over all the building's main entrances. Unlike Lazarus, the Militech tower can not jettison its windows.

Above the third floor all design is standard. There are landing areas on the roof for helicopters, Osprey-type aircraft and vectored thrust vehicles. Below the ground floor Militech has the usual assortment of subterranean facilities, including a large loading dock, parking area, heavy storage facilities, troop areas, firing range and so on. The entrance to the underground area is a wide driveway in a secure courtyard across the street from the tower.

INTERIORS AND FACILITIES

The ground floor is elegantly designed and intricately landscaped. There are large green areas filled with exotic plants. Criss-crossing the landscaped areas is a system of small, man-made pools, streams and waterfalls filled with Japanese *Koi* carp. At intervals, small wooden bridges span the waterways. The lighting is muted and indirect. The lobby is gorgeous, and has won several architectural awards, but it was really designed for functional reasons, not aesthetic ones. The greenery, landscaping, lighting and even the water help to conceal the staggering amount of security devices, weapons and guard stations dotted around the ground floor.

There are two core areas extending up through the building. These contain the elevators and stairways that extend both up and down from the lobby area. The main reception area is nestled among the greenery between the two cores. Although the building may be entered from any side, the reception area faces only the main entrance way. The ground floor also contains a waiting area, a maintenance facility and a main security sub-station that

is tucked into a hidden room under the landscaped area. The elevators and stairways extending above the third floor or below the ground floor are sheltered from open view, under constant guard, and may only be accessed from near the reception area. The open-air elevators and stairways leading to the public second and third floor galleries can be accessed from all sides of the building.

The second floor contains a huge showroom where Militech products are on display and helpful sales agents stand in attendance to help prospective customers and clients. This showroom is run to somewhat tighter standards of dress and behavior than most others, but it services more important and powerful clients. It is frequently the sight of private sales, auctions and demonstrations, when dignitaries and officials from nations and corporations around the world come to see presentations on new Militech developments. The third floor contains an open air cafeteria and restaurant, a small military technology museum, and the offices of Militech representatives such as recruiters and general sales staff who are likely to have dealings with the public.

Other tower facilities include a surgery-capable infirmary in the underground area, auditoriums, extensive research and development areas, a large underground firing range, a small gymnasium, two cafeterias (other than the one on the third floor), conference centers, communications centers, four full-scale world situation/war rooms, a large security coordination center and a computerized machine shop/fabrication center. As with most other corporate offices there are rooms for executives who need to stay overnight, and full scale suites for upper level executives and solos. There are, of course, barracks for on-site troops and guards. It is interesting that Militech uses its war rooms not so much for running wars, as for keeping tabs on other people's wars for marketing and research reasons.

Tower air resources usually include three Ospreys and four AV-4s kept on site and several more kept in reserve at the Arlington/Rosslyn Corporate Air Center. Militech also keeps six of the brand new AVX Viper combat aerodynes on duty at the Air Center. The facilities for landing these at the tower are not yet in place, although they will be soon. Militech usually also has armored land vehicles on call in the subterranean area. Most of these are for demonstration and showroom purposes, but all are kept in a state of readiness and can be activated for combat within seconds.

PERSONNEL

The Militech Corporate Headquarters Tower contains the permanent offices of Donald Lundee, Antonio Luccessi, Roland Yee and the board of directors. Nils Engelson also maintains an office at the tower, although he is seldom there. Antonio Luccessi lives permanently at the tower, and has a suite and living complex occupying most of the seventy-ninth floor. Lundee and Yee also maintain permanent suites. Yee uses his occasionally, but Lundee rarely does as he has a mansion and secure compound only a few miles away and almost never spends nights at the tower.

Two hundred standard troops and guards are permanently billeted at the tower for security and demonstration purposes. For handling special situations thirty of Militech's top solos pull rotating duty at the tower in one week, fifteen man shifts. There are always an additional hundred troops on call at the Arlington/Rosslyn Corporate Air Center. Militech and Lazarus have a standing deal to help each other out if either requires extra troops in a pinch. Fifteen thousand people work at the tower on a regular basis.

SECURITY

Unlike Arasaka and Lazarus, Militech tries to keep its security discreet, hence the landscaping in the tower lobby. Nonetheless, security at all offices, especially the Rosslyn Tower, is extremely heavy. Half of the on-site troops are on duty at any given time, with the other half off duty under the condition that they can be called back at any second. When troops are posted to the Tower, they are "up" for a period of two weeks. During this time, they may not leave the tower without special permission from the tower security director. When their "up" period is over, they are rotated "down" for two weeks, during which they may receive liberty. Unless they have been transferred temporarily or permanently off tower duty, tower guards must stay in the Rosslyn/D.C. area, ready to respond to pager calls whenever they come. Periodically, they will receive complete liberty and vacation time.

REGIONAL OFFICES

Depending on the area, and the volume of local sales or military activity, Militech regional offices can range in size from towers comparable to the Rosslyn headquarters to tiny one room offices staffed by one representative. Most major cities have a fair sized

Militech office building for handling local distribution, management and contract sales, and at least one or two showrooms for retail sales. Regional offices handle all local bulk arms contracts, mercenary contracting, distribution, and other paperwork heavy jobs. Regional offices also contain the headquarters for the local ranking Militech Officer. This individual, with his or her staff, is responsible for overseeing and coordinating all local military endeavors and black operations. He answers directly to the district operations coordinator back in Rosslyn. Major Militech regional offices can be found in New York, Chicago, San Francisco, Los Angeles, Night City, Mexico City, Rio De Janiero, Bogota, Tokyo, Beijing, London, Berlin, Moscow, Paris, Rome, Stockholm, Cairo and Nairobi. Smaller offices dot the world.

SHOWROOMS

When your average citizen thinks of Militech, the showroom is what he or she is most likely to recall. Everyone who lives in or near a major city has been in, or at least seen, a Militech showroom. Located in corporate areas or commercial malls, showrooms are how Militech sells its products to the general population. Depending on the location and typical clientele the showrooms can range from glitzy, rock pumping, teen oriented affairs offering polymer one shots and personal accessories and defense systems to quiet, elegant, civilized complexes where wealthy executives and high class solos receive personal demonstrations of the most up to date and exclusive systems. These are extremes, however, and the typical downtown showroom is designed to cater to all prospective clients, offering a little of each world to shoppers.

Although some showrooms, such as the suburban mall variety, are small, and offer only small arms and personal accessories, most of the downtown ones are quite large, occupying several rooms, and sometimes multiple stories in their host buildings. They will have a courteous sales staff trained in the use of the products they sell, and, of course, a contingent of soldiers and guards on hand to fill the multiple roles of security and demonstration. On hand will be a stock of the latest models of those Militech weapons and accessories which are legal for sale to the public or to solos with special permits. For executives and representatives of police departments and other potential large-scale clients there will be demo tapes and chips of military and paramilitary grade weapons.



Militech's Night City showroom

Sometimes there will be tanks, AVs, or other vehicles parked on the showroom floor like in an auto dealership. Although the vehicles are there for display purposes they are always combat ready, and can be brought into service within minutes. The Night City downtown showroom currently has two of the brand new, evil-looking AVX Viper assault aerodynes on display. These have not only attracted representatives of several local corporations for a look, but many casual shoppers have peeked in to get a gander at the exotic looking craft and left with some item for their home or personal defense collection. Shoppers can try their hand on an AVX simulator, and there are AVX T-shirts and lollipops for the kiddies. There is always a crowd at the large showrooms. All shoppers should be advised, however, that shoplifters will be prosecuted, if they live long enough to make it to court.

Besides functioning as retail outlets, showrooms also serve as recruiting stations, and any promising youngster or solo who wants to try his or her hand with the Militech Corporate forces is welcome to come on down for a personal interview, no appointment necessary.

SPECIAL FACILITIES

SMALL ARMS RESEARCH AND DEVELOPMENT

The small arms R&D program is in New Hampshire, close to the town of Laconia, off highway 93. This is the sight of the old Armatech offices. Here, in six buildings and two firing ranges (one open air, one underground), Militech engineers and technicians design and test all the corporation's small arms models, including handguns, assault rifles, shotguns, sporting arms, machine guns, sub-machineguns, and exotic weaponry. It is also where the corporation tests and appraises the competition's products, and runs trials for independent designers who want to license their products to Militech for mass production.

The Small Arms facility is not designed for full scale production, only design and testing. One building contains machine shops and fabrication areas, but they are sufficient only for producing prototypes and test models. Once a product has been approved for mass production and ordered by Militech or a corporate client the design specs are sent to the Militech small arms factories in Pittsburgh, Pennsylvania or Albstadt, Germany.

Small arms design is Antonio Luccessi's first love and true calling. His special design team in the Rosslyn tower always works closely with the crews at the Laconia facility. Laconia site director Dieter Kate is an old friend of Luccessi's. Luccessi occasionally makes trips under heavy guard to the Laconia facility. When he visits, security at the site is doubled and a quick response strike team stays on call in New York. There are suites at the compound for employees and guests who need to remain overnight, but most of the staff lives in the town of Laconia. Although Ospreys and AVs can land at the compound, most air traffic goes into the airport at Laconia. From there it is a short drive to the plant. Exceptions are made for high security deliveries or VIP guests.

RESEARCH AND DEVELOPMENT

Most Militech research and development, other than that for small arms, is carried out at the major offices, most of which have R&D departments, or at the dedicated R&D facility near Norfolk, Virginia. The tower-based R&D departments tend to be concerned with specific projects or working for specific Militech programs like ADS or LPS (see *Main Products and Intent*). Examples are: computers in Rosslyn, jet propulsion in San Francisco, cybernetics in Night City, armor in London, and so on. The general R&D facility in Virginia serves as a catch-all for those programs that don't fit in with any of the specific departments, but that are not heavy enough to fall under the jurisdiction of the Special Projects Department. The Norfolk site also has large scale fabrication facilities and warehouses that can be used for construction and storage of projects like vehicles, which can tax the limits of the regional offices' manufacturing capabilities. There is always a great deal of data and personnel transfer between all the tower R&D departments and the Norfolk site. The Militech chief of R&D is stationed at the Rosslyn tower, but she spends much of her time in Norfolk, only a short flight away.

The R&D department occupies the greater part of a large industrial park on the outskirts of Norfolk. The buildings include two warehouses, two fabrication buildings, an office building, and two design buildings. Security is, of course, tight as always. The area is open to public travel as the streets in the industrial park are under city jurisdiction. Norfolk's police department is run by Militech, however, and Militech is wont to hassle anybody who acts suspiciously near the R&D buildings. It is frequently a fatal hassling. All the buildings are off limits to unauthorized personnel.

THE SPECIAL. PROJECTS SITE AND THE WEAPONS PROVING GROUND

Deep in the arid heart of New Mexico, south of route 42 and wedged between highways 54 and 285, is 5000 square kilometers of scrub and desert. Here, in the utmost secrecy, and under security that baffles even the crack agents of the Arasaka Corporation, Militech tests its new weapons and equipment. Known within the company as "the Garden," the Proving Grounds are the test site for all varieties of equipment, including aircraft, missiles, artillery, robotics, cyberenhancements, energy weapons, chemical weapons, armored vehicles and so on.

The Proving Grounds occupy a rectangle approximately 50 kilometers wide and 100 kilometers long. The area encompasses several varieties of terrain, including flatlands, low hills, and rocky canyonlands, all crisscrossed by a network of dirt roads and trails. Tucked in the Northwest corner of the grounds are the actual compounds. Facilities at the proving grounds include a full sized airfield, a main administration building, several large warehouse and fabrication buildings, barracks, executive residences, research labs and offices, a corporate village and various training ranges and mockups. To take some edge off being stationed in the New Mexico wilderness, which is sweltering in the summer and snow-bound in the winter, the administration building, executive residences and corporate village have been built in and around a landscaped area of manicured lawns, evergreen trees and artificial ponds. Although the barracks, airfield and most of the service buildings are out in the scrub, the corporate village is open for all 5-6000 Militech employees and soldiers stationed at the Proving Grounds. The village, which looks like a corporate suburb minimall, contains several bars, clubs, shops, restaurants and other recreational diversions. It provides welcome relief from the climatic extremes, monotony and starkness of the desert.

Security over most of the Proving Grounds is automated. There are remote sensors and counter-intrusion systems sprinkled liberally across the grounds, and the perimeter fence is hot-wired and constantly monitored. Militech DIS-5 satellites in geosynchronous orbit over New Mexico survey the proving grounds with imaging systems powerful enough to recognize specific equipment from 40,000 kilometers above the Earth. From orbit, they can detect intrusion and provide advance warning of attacks. At the actual compounds, notably the warehouse and

laboratory buildings, security is harsh and merciless. Millions of eurobucks worth of proprietary systems are tested at the Proving Grounds every day, and no lapses in security can be allowed. Only authorized Militech employees and escorted, pre-cleared guests are permitted at the proving grounds, and all arrivals and departures must be cleared 24 hours in advance unless special authorization is given by the board of directors. There are 2000 troops stationed permanently at the grounds, and the security director answers only to the board of directors and General Lundee. Anyone caught near the compounds or the testing areas is likely to be treated as a corporate spy and 'disappeared' in very short order. Product demonstrations are a common event at the Proving Grounds. Security is always extra tight during these events to protect the guests and to protect Militech against spying by the guests.

Militech has had one consistent problem with the Proving Grounds. In 2008, as part of a government bail-out legislation package, the Emergency Federal Land Seizure Act was passed. This empowered the United States to appropriate certain reservation, wilderness and park lands for resale to corporations as a revenue generating measure. In certain cases, this meant relocating local populations. The area that would eventually be sold to Militech and become the Weapons Proving Ground had been part of the Pueblo and Apache Indian reservation lands. Despite advance notice and free relocation to new government constructed housing projects in the Los Angeles area, the Native American citizens took a dim view of the program, claiming that the lands were culturally important and, in certain cases, sacred. The Indians' claims were declared legally inadmissible under the Trent Precedent of 2005 and forced relocation was begun. After several months of combat and rioting the relocation was complete and the lands were opened to bidding. In 2009 the land was titled to the Militech Corporation in return for a vast arms and equipment package of unspecified value.

Ever since taking possession of the lands Militech has had a recurring problem with Indian nomad packs on the grounds. They have been filtering back from the Los Angeles projects and setting up hidden encampments on the Proving Grounds. The Indians' knowledge of the area has helped them to defeat Militech's high tech sensors and heavily armed security patrols despite their poverty and lack of modern equipment. The Indians like

to raid Militech research teams and security patrols, killing the people and stealing or destroying the equipment. Militech deals ruthlessly with the raiders when it catches them, but so far, the corporation has been unable to eliminate the wily nomads. As fast as they eliminate them, more appear. To date, the Indians, have been responsible for millions of eurodollars worth of damage and sabotage, not to mention loss of valuable personnel. Currently, they are considered a high priority problem at Militech. Despite their ragtag appearance, the Indians are far from the disorganized rabble the corporation considers them to be. They are running a concerted guerilla warfare campaign, small in scale, but well organized and with specific goals. There are rumors that they are being backed by Arasaka or some other wealthy power, but there has been no proof yet.

THE SPECIAL PROJECTS DEPARTMENT

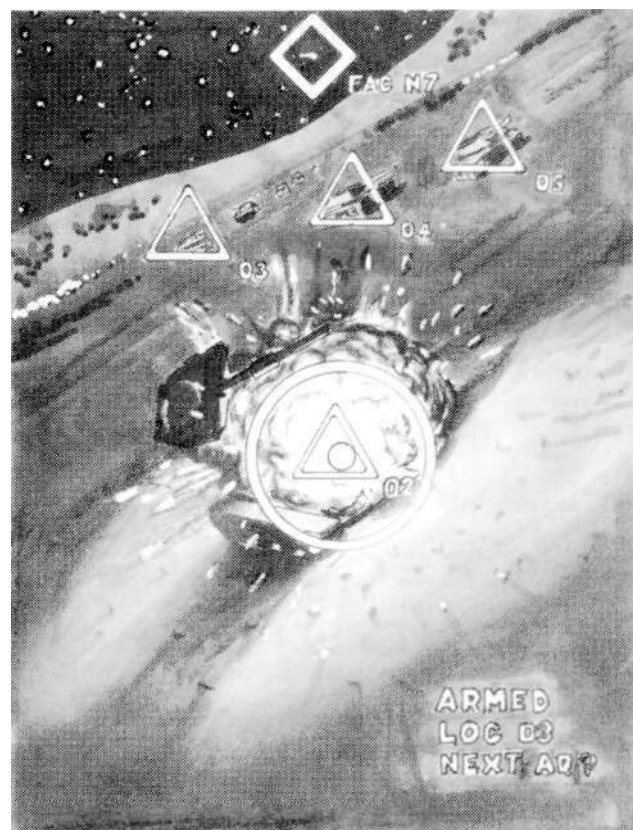
Three kilometers south of the Proving Grounds' corporate village, within the main perimeter fence and hidden behind a high secondary wall of solid steel and concrete, is a solitary, squat building with darkly tinted windows and a featureless grey paint job. Well insulated against the outside world, this is the site of the infamous Special Projects Division. The building extends ten stories below the ground, and is bristling with defense systems, some obvious, some cunningly hidden. Here are the offices and laboratories of Dr. Nils Engelsson and his special teams of researchers; some of the brightest and most ruthless people in the Militech organization. Buried within the Special Projects building, among other things, are biomedical labs, computer labs, chemistry labs, a small but sophisticated fabrication area, research surgery O.R.s, weapons testing areas, and living and recreation facilities for the 150 researchers and executives and 50 elite guards permanently stationed at the Special Projects building.

Special Militech clearance is required for access to the SPD databanks and facilities. Most of the regular Proving Grounds personnel are not cleared for Special Projects. The board of directors, General Lundee and Nils Engelsson control who has access to Special Projects. Unlike the regular areas of the Proving Grounds, guests, no matter how important, are not permitted at Special Projects. If one of the projects needs demonstration, it is taken out of the building and exhibited elsewhere.

If security at the towers and the proving grounds is tight, it is insane at Special Projects Division. All access and egress is rigidly controlled. The hundred and fifty full time SPD security troops are all elite, experienced soldiers under the command of one of Militech's best officers, Colonel Yari Bomulo. Bomulo is formerly of Tanzania's Kilimanjaro Security Regiment, the elite troops responsible for the ESA Kilimanjaro Mass Driver. 50 are on duty at any given time, with the rest on call at the corporate village. On-duty soldiers patrol the building and the grounds with cyberenhanced attack dogs of Dr. Engelson's own design (see *Uniforms, Equipment and Personnel*). There are two means of access to the SPD building: either through the front gate of the defense wall or via a secure subway monorail from the Proving Grounds administration building. (The monorail is monitored and controlled from the SPD end and the tunnel can be blocked by heavy doors or collapsed by explosion if necessary.) No aircraft are permitted to land within 1km. of the SPD building. If there is a crisis, shock troops stationed at the Proving Grounds compound can be at the SPD building within minutes. This is the only situation under which non-cleared Militech employees would be allowed access to the Special Projects area. Authorization for crisis response can only be given by Dr. Engelson, his chief assistant Dr. Nina Parris, Donald Lundee or a senior Militech board member. The SPD data fortress boasts one of the highest concentrations of lethal black ICE programs to be found anywhere in the net. The netrunner nickname for the SPD data fortress is "Freeman's Hell" after a legendary deck jockey who died attempting to penetrate the defenses.

MILITECH TROOP CAMPS AND TRAINING FACILITIES

Militech maintains a standing army of over 100,000 troops. Usually, 40-50,000 of these are on lease to corporations or governments around the world. The remainder either live on their own, at Militech postings, or they live at one of Militech's combination training camp/troop barrack facilities. Militech has the provisions to barrack about 50% of its troops at any given time. If less than 40,000 troops are out on contract at any time, the overflow live on call. Militech has seven large camps; each can support about 7,000 troops. The camps are located around the world, each in an area which offers unique training opportunities. The artillery/armor/flight training is at Camp Patton, Texas. Swamp/jungle training is at Camp Jackson, in southern Florida. Mountain/snow

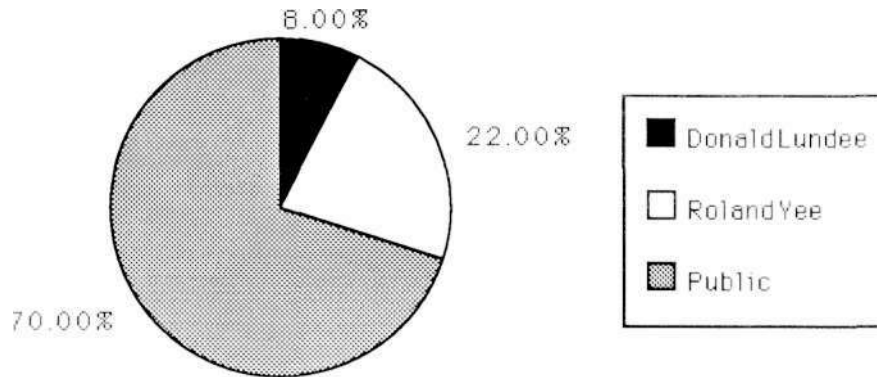


The Airborne Delivery Systems department comes through again.

training is at Camp Whitmore, in California's Sierra-Nevada mountains. Underwater/maritime training is at Concord Station, Connecticut, near the Militech Shipyards. Special forces/special-ops training is at the highly secret Camp Raney, Georgia. In addition, there are Militech Camps in England and Japan, giving access to the European and Asian theaters. All camps do basic infantry training and recruitment and have tight security. Facilities at the Militech camps always include an airfield, barracks, recreation areas, training areas and a large complement of artillery, armor and aircraft.

MILITECH MANUFACTURING FACILITIES

Militech and its subsidiaries have manufacturing plants in several countries. A few of the more important ones are the Aircraft shops in San Diego, California, the Shipyards in New London, Connecticut, the Vehicle Factories in San Jose, California, the Cyberware/Computer/Accessory plant in Night City, the Ordnance plants in Manila, the Philippines and Amsterdam, Holland, and the small arms factories in Pittsburgh, Pennsylvania and Albstadt, Germany.



AND STOCK

Militech is one of the Big-Ten corporations in the world of 2020—number six to be exact. The corporation's diverse line of products, its wide ranging subsidiaries, and the huge 2020 market for weapons and military accessories all contribute to its success. Analysts have projected continued growth for Militech over the next several years, and it is no secret that the board of directors is eyeing a spot in the top five. That would put Militech in the company of other mega-corps as EBM, Arasaka, International Electric and so on. It's going to be rough though, as competition at the top is fierce, and Militech has more than a couple of enemies.

VALUE OF THE CORPORATION

Militech's total value in assets and holdings is 432 billion eurodollars, putting it only 50 billion behind number one, Euro Business Machines, and 43 billion behind the corporation's main competitor, Arasaka.

Militech's 432 billion eurobuck worth is divided among a variety of assets and holdings. Unlike some other large corporations, Militech has no bank attached to it, and can't count outstanding loans and interest toward its assets. Yet, it does have prodigious annual sales, and the profit value of those contracts and sales are considered part of the corporation's worth. Among its real assets Militech counts large manufacturing and real-estate holdings, investments and cash reserves of substantial

value, and an enormous stock of durable goods (mostly weapons) for sale and corporate use. Militech's large sale stock of vehicles and weapons are considered a key part of the corporation's value, but were the bottom to drop out of the arms market (unlikely) those holdings could become surplus dead weight and have to be sold at a loss.

STOCK

Militech is a public corporation with 430 million shares of common stock on the world market. Donald Lundee claims ownership of 8%. Roland Yee and the board of directors lay claim to another 22%. Considering these numbers, it seems that there is a controlling amount of Militech stock that could become the target of a leveraged group acquisition. A group acquisition is a tactic used by corporations in the unregulated world of 2020 to destroy other corporations financially rather than militarily. Several large corporations will form a temporary alliance to perpetrate a leveraged buyout and hostile take-over of a mutual enemy. The unlucky target corporation will then see its assets broken up and divided amongst the raiders. Frequently, fighting breaks out among the "allied" corporations over who gets to absorb certain desirable parts of the target corporation, but it usually happens too late for the breakdown to be of any use to the victim.

The specter of this kind of attack might seem to loom over Militech, considering its enemies, but the board has taken actions to prevent such an occurrence. Although the board and upper management own a total of only 35% of Militech's stock, a program has been started under which Militech middle executives and commis-

sioned officers receive small portfolios of company stock as part of a recruitment package. As a condition of hiring, the stock may be traded only with the corporation's permission. Unauthorized trading brings harsh punishment. In addition, the packages aren't large enough to amount to any significant voting power, so although it is billed as an "employee ownership opportunity" it's really nothing more than a gesture. This program allows Militech to safeguard the greater portion of its stock while it serves as a P.R. tool for recruitment and advertising (Ad line: "Militech employees take pride in their work...and why shouldn't they, considering that they own the company." Yeah, right.). 10% of Militech's stock is protected in this manner, for a total of 45% of the corporation's stock safely off the market. Militech's cash reserves are large enough to buy the remaining 6% share easily. This would complete a controlling interest should a take-over attempt be made. Should an enemy like Arasaka attempt to buy a large share of Militech stock, a crisis fund would allow Militech to buy back up to 30% of its open stock, even at inflated prices.

The unprotected 55% of Militech stock trades openly on the world market. Because of the reliability of the arms market, the corporation's stock has always been a strong performer. The price range has run from 80 to 110 eurobucks in the last few years, with the average price showing a steady upward trend. Not bad, considering the original Armatech-Luccessi buyout was conducted at a per-share price of 12 eurobucks.

RESOURCES-MANPOWER

Militech and its subsidiaries employ about 680,000 people worldwide. Of these, 300,000 work directly under the Militech name, and 100,000 of those are corporate troops. Of Militech's 100,000 troops, a maximum of 80% may be used for contract work at any given time, and 20% are retained full time for corporate defense. Typically, only 50% are hired out at any one time. 90% of the troops are standard guards, line soldiers and specialists (pilots, artillery gunners, etc.), 10% are special ops troops, solos and agents who are never subcontracted out, but retained for Militech's personal use.

RESOURCES-HARDWARE

This is Militech's big advantage over many of its competitors. As it is an arms manufacturer, its corporate army is better equipped than most others, with a high volume of state of the art weaponry, vehicles and acces-

sories. This has helped Militech to hold its own militarily against its well armed nemesis, Arasaka. Among the major weapons and vehicles owned and used by Militech are approximately 250 AV-4s, 300 AVX-9As, 175 combat fitted Osprey aircraft, 155 main battle tanks, and 275 jet interceptors and attack aircraft.

Air and sealift capability is provided by 75 Boeing C-25 and 15 McDonnell Douglas C-181 aircraft, and six large cargo ships. The C-181 is a new cargo jet that has only half the lifting capacity of C-25, but is supersonic. The ships can be escorted by one of Militech's two small, nuclear-powered attack submarines.

Militech also has huge stockpiles of specialized weapons and equipment, artillery, small arms, electronics and so forth. Many of its aircraft and vehicles are outfitted for special missions such as surveillance or anti-submarine warfare.

The items listed above represent equipment owned by Militech's army and executive branches. Use of sales stock in emergency conditions can double the number of AVX-9Cs, tanks, jet aircraft, artillery and Ordnance that would normally be available. This would be a rare occurrence, as Militech would sacrifice tens of millions of dollars were it to use sales stock for combat purposes.

SUBSIDIARIES

The Militech International Armaments Corporation core companies are Militech Technologies (the main weapons arm), Militech Military Contracting (mercenaries), and Militech International (holding). These represent the greatest share of Militech's sales and business and are the branches that own and manage the network of smaller subsidiary companies.

Just a few Militech subsidiaries include: Militech Technologies, Militech Military Contracting, Militech International, Militech America, Militech EEC, Militech Asia, Militech Personnel Services, Militech Police Services, Militech Heavy Industries, Militech Computers Inc., Militech Avionics Inc., Combat Fashion Inc., Militech Showrooms Inc., Militech International Shipping, Militech Maritime Construction Inc. (shipyards), Militech Cybernetics International, Militech Aerospace Inc., Allisson Field Artillery Systems, Kunoshita Chipware, Kwik-ee Stop (convenience stores), Chouinard Electrodyne International, Klemperer Photo-Optical Systems and Speedy Eddy's Pizza Restaurants. •



PULLING THORNS -A MILITECH MICRO ADVENTURE

In this scenario the characters are Militech Corps, Solos and/or Techs. This adventure can be comfortably run with only two or three player characters depending on how smart the players are. Four or five is probably optimum. One player must be the Corp team leader, and the others the various team members.

PART ONE PLAYER INFORMATION

Because of necessary explanations the briefing section for this micro-adventure is lengthy, and the GM may choose to have his players simply read copies rather than

dictating it all out for them. Alternatively, at the expense of some background, the GM can distil the briefing down to its salient points and answer the players questions as they arise.

As the scenario begins it is early afternoon and the characters are at work at their various stations around the compound at the Militech Weapons Proving Grounds in New Mexico. For the Corps or Techs this means they are somewhere in the administration or research buildings, dealing with their day-to-day responsibilities. The Solos are most likely on call in the corporate village or training at the ranges. Just to set the mood, the players should be aware that being stationed at the Proving Grounds is a kind of purgatory at Militech, and the thoughts of most of the characters at the site should be largely consumed with ways to get transferred to a tower or sub-office at a major city, where there's some action. This means performing any assigned tasks well and accumulating as many brownie points as possible.

Everyone's beeper will go off, and by making the necessary calls, the characters will find that they have all been summoned for a briefing at the secure area of the main administration building. Naturally, everyone reports promptly. (Being late to secure briefings is not considered a good way to amass those critical brownie points). In the briefing room the characters will find each other, an upper level executive known as Mr. Stroud, and the Proving Ground's security director, Colonel Charlotte Stryker. Mr. Stroud will begin the briefing.

"(Ladies and) Gentlemen, as you know, the demonstration trials of the AVX-10 Viper assault aerodyne are scheduled to begin tomorrow morning. Staying here at the corporate village are several representatives from prominent corporations and countries interested in purchasing the AVX system. Naturally, it is imperative that the demonstrations proceed without interference or obstruction. Unfortunately, in an incidence of either extremely bad luck for us or extremely good timing by them, we've detected a new Indian Nomad encampment on the grounds."

Stroud will gesture to a flunky sitting at a terminal. "Robert, the images, please." The room lights will dim, and a wall screen at the end of the room will flicker into life. It shows an infrared satellite image of the Proving Grounds, obviously taken from the DIS-5 surveillance satellite. The main compound and Special Projects sub-

compound are easily recognizable on the graphic. Also visible in a remote area of the grounds is a very faint but visible heat signature. Stroud continues: "The Indians have been the biggest thorn in the corporation's side ever since the Proving Grounds commenced operations. We hadn't seen any sign of them in four months, and were beginning to believe that we had licked the problem. Apparently, this is not so. Were word of our inability to deal with this problem to get out, it would be a major embarrassment to the head office, and there could be repercussions with regards to the corporation's stock value. This problem is more critical now than ever before. Colonel Stryker, will you please continue?" Stroud will motion to the Colonel, a greying, fierce looking woman with a multitude of scars and an Alabama drawl. She is wearing Militech desert camouflage fatigues, as she usually does.

"As y'all may know, my predecessor was removed from his position because of his inability to deal with the Nomad problem. He's now chief of security at our McMurdo Sound Antarctic research station. Before I say anything else I just want to make it perfectly clear to y'all that I don't intend to let the same thing happen to me.

"Now, y'all can see the heat signature down here in sector 17. This image came in off the satellite at 5:00 A.M. this morning—first indication we had that there was an intrusion. There's no activity scheduled in that area for reasons I'll explain in a moment. We figure the bastards must've slipped up, as our first indication of their presence is usually a dead patrol team. Now, we flew a recon mission at first light, and took some visible spectrum photos. Robert?" The image on the wall screen will change from the thermal satellite photo to an airborne surveillance photo. Colonel Stryker continues, "Now you can see that these are rough canyonlands with many cliffs, overhangs, and even caves that could provide cover for a large raiding party. The thermal image puts their position last night somewhere in this canyon here. We suspect that they're still there. Here's where you folks come in. Mr. Stroud?"

Stroud takes over. "Thank you. Now, as the Colonel said, these individuals are in the canyonlands in sector 17. The AVX trials tomorrow morning are scheduled for sector 16, which is similar terrain. Because a full-sized town mockup has already been erected on the flats there, to serve as an AVX Ordinance target, we can't move the demo to another sector. We will have over a hundred guests watching the demonstrations. It is imperative for

our sales, and for the image and credibility of Militech that the trials not be disturbed, sabotaged or interrupted in any way. An incident during a secure demonstration with other corporate and national representatives in attendance could damage Militech's reputation and security rating severely. So could a postponement. Any reason we could cite for a delay would reflect badly on Militech. We want you people to ensure that there are no disruptions. Colonel Stryker will explain the plan."

Back to the Colonel: "Well, here's the situation, folks. Normally, if we detected a situation like this we would suspend all operations and either carpet bomb the entire area with anti-personnel Ordinance and some chemical warheads thrown in for good measure or we'd send in an intrusion control squad to locate and eliminate the intruders man to man. Unfortunately, since neither of those methods is guaranteed 100% effective, we can only use them as a last resort. We only have 20 hours until demo time and it would only take one surviving Nomad with a light anti-aircraft missile to screw up the entire event.

"So, here's what we're gonna do. We're gonna send you folks in to make contact with the Nomads and attempt to buy them off. We'll arm you and give you a vehicle, and we'll authorize a disbursement of one million eurobucks. Drive out to this canyon under white flag and parley with the Nomads. Offer them half a million up front with another half mil and a one month military amnesty if the demo goes undisturbed. How you get in and out without being shot to pieces is up to you. While you're in contact, see what clues you can pick up as to whether the Nomads are bankrolled, and if so by whom. Also, we don't know if the Nomads are in sector 17 by coincidence or specifically to interfere with the demo. Find out what you can. If they are here specifically to interfere with the demo it means that security has been compromised and they have an informant within the corporation. If that's the case, we'll have to conduct an investigation and many heads will spiral.

"Report to us via cellular or radio by 0500 hours tomorrow morning. If we haven't heard anything, we'll assume you've failed and we'll carpet bomb the area. One more thing: there will be no support and no extraction, so as not to give the Nomads any advanced warning of bombing. Don't get taken prisoner. That is all."

So ends the briefing.

PART ONE GM NOTES

Despite the lengthy explanations, the players may still have some questions why the Nomads aren't being dealt with militarily. If you're grilled, emphasize the uncertainty factor. The brass believes that the promise of big money for the typically cash-strapped nomads will be a greater insurance policy than an assault. Remind the players that it takes only one survivor with a hand-held SAM to screw up everything. It doesn't even have to hit the AVX to undermine the clients' confidence in Militech. Also, the Colonel may add that there might be other entirely undetected Nomad camps in the grounds. If there are multiple camps, they will almost certainly be in touch with each other. If the Nomad leader accepts the money he can spread the word to other groups not to interfere with the demo.

If the players ask what insurance there is that the Nomads won't take the advance and then sabotage the demo anyway, have Colonel Stryker advise them that they should tell the Nomads that such an action will lead to a huge manhunt culminating in the execution of every Nomad found in the Proving Grounds. There will also be reprisals against friends and relatives living at the Los Angeles government housing projects. In addition, the credibility of the Nomads with regards to any future negotiations will be shot. For that same reason the Nomads can expect Militech to stick to any agreement. Stroud will warn the characters that they are *not* empowered to negotiate terms. If negotiation is necessary the characters may contact Stroud through cellular video link.

The characters are entirely on their own as to how they reach the Nomads without being killed. Militech will drop leaflets on the Nomads if the players request it, or take any other actions to warn the Nomads that the characters are a peace party.

PART Two PLAYER INFORMATION

The players will set out immediately. They will receive a light all terrain vehicle equivalent to the Arasaka *Kuma* (SP 20, SPD 50, Speed 90mph). It will have a mounting for a Militech SAW (see Militech *Uniforms, Equipment and Personnel*) on the roll-bar. Other equipment will include gas for 500km of travel, floodlights, a white flag, a megaphone, a Militech combat-net radio, a cellular video-phone in a briefcase, water, rations, two TacStacs programmed with the briefing data, and an armored briefcase with 500,000 eurobucks in unmarked (non-

sequentially numbered) 100 eb bills. In addition, characters may take whatever personal weapons and equipment that they wish with them on the mission. They should be advised that the more weapons that they carry the harder it will be to persuade the Nomads that they are a peace party. The vehicle has room for five people. The journey to sector 17 will involve three hours of rough driving on dirt roads.

PART Two GM NOTES

How things run from here on out is pretty much up to the players. Use your ingenuity to guide events to an interesting climax. Here are some ideas for how things should go.

The drive to sector 17 should be uneventful. It will be dusk when the characters arrive at the sector, with about one hour of light left. The TacStacs will make finding the arroyo where the heat signature originated from reasonably simple. Once in the right canyon, things will begin to get interesting. Have all the characters make awareness rolls to see if they spot *signs* of the Nomads before they actually see them or are seen by them. This will help the characters find the Nomads, instead of the Nomads finding the characters. If the characters spot the Nomads first (they will have to get out of the vehicle to do this, you can't be stealthy in a 4x4), they can decide how best to make contact without starting a firefight. If the Nomads spot the characters first, either as the characters are driving or on foot, they're behavior will be as follows:

- Characters driving, not showing white flag: Nomads launch surprise attack.
- Characters driving while showing white flag: Roll 1D10. 1-3 Nomads attack. 7-10 Nomads fire warning shots and attempt to parley.
- Characters walking with weapons, not showing white flag: Nomads launch surprise attack.
- Characters walking with weapons, showing white flag: Roll 1D10. 1-3 Nomads

attack. 7-10 Nomads fire warning shots and attempt to parley.

- Characters walking without weapons, showing white flag: Nomads will attempt to parley.

NOTE: The characters yelling over the megaphone that they want to talk can serve as a substitute for using the flag. All Nomad responses as above.

It is up to the characters how they respond to warning shots or surprise attack. They have a megaphone, and can always surrender and then talk. The more Nomads they kill the harder it will be to arrange a truce. If the characters all get killed or flee the mission is a failure and they face the wrath of their superiors.

PART Two GM NOTES II: THE NOMADS

The situation with the Nomads is this: there are, in fact, only ten of them and they were not planning to sabotage the demos. The Nomad leader, once he catches on to the characters' spiel will attempt to convince the characters that he *was* actually planning to sabotage the demos and that there are other hidden Nomad groups in the area. He believes (probably correctly) that if the characters realize that there is only this one little band of Indians they will call for an attack and have them all killed. Fortunately for the Nomads, the chief is a master bluff artist. If the negotiations go well, the chief will accept the deal on behalf of "his people." At this point, the characters can retreat. When the AVX demo is not disturbed the next day the operation will be declared a success and the second half of the money will be delivered as promised, along with a one month amnesty. If the negotiations break down, (and this is totally up to how the characters roleplay the whole situation—make it tough on them) the Nomads will try to kill the characters, even if they have been warned about the bombings to come. If the situation warrants it, Stroud and the chief can negotiate over the video-phone. No matter what else happens, the characters will notice (if they roll well enough) that the Nomads are, in fact, using Arasaka weapons and equipment. (For game purposes, arm the Nomads with a variety of beat up Arasaka rifles and pistols, plus a selection of odd equipment and armor. They are not particularly heavily armed, and shouldn't have more than one firearm apiece.) Of course, this doesn't *necessarily* mean that they are bankrolled by Arasaka.

OPTIONAL SITUATIONS/ UNFORSEEN PROBLEMS

Here are some twists and turns that could add spice to this adventure. Implement as many as you like.

- X One of the Solos and a Corp on the team have a long standing feud. Nothing livens up a *Cyberpunk* game like intra-party fireworks.
- X Negotiations break down and the characters are taken hostage by the Nomads for use as a bargaining chip. The characters can sweat it out as the chief and Mr. Stroud debate their fate over the cellular video-link. If the characters are held in the arroyo past 5:00 A.M. they must take their chances in the bombing like everyone else (see Skill Checks below).
- X The Nomads preplanning to disrupt the demo, they do have a missile and there are several groups of them scattered throughout the area. This may not affect the scenario at all, but if combat breaks out or negotiations fail it could make things a lot more interesting. If the characters fail in their bargaining mission but escape after the encounter, they will find themselves up the creek the next day when the AVX is torpedoed out of the air in front of 100 potential buyers. (GM's discretion whether the Nomads succeed in their attempt.) As an offshoot of this option, this situation means that there is a Nomad mole somewhere in the Proving Grounds personnel. For big fun, have the players find out who the mole is and become targets, or have the mole try to hinder the player's mission in any way possible. For *extra* big fun make the mole Mr. Stroud or Colonel Stryker.
- X Just to be extra nasty, have the characters succeed in their mission. Then have a random mechanical fault destroy the AVX during the trials or have a totally separate sabotage attempt destroy the aerodyne. Then the characters can be blamed for it.

Remember, if the characters kill many of the Nomads they may be hunted by the family.

- X To make the characters sweat more, have the chief figure out that Militech is in a bind with regards to the demo. Then he can up the stakes big time, and give the characters the jitters. If you really want to give your players heart attacks with this sub-sce-

nario, have all their communications equipment be destroyed. Then they cannot contact Stroud for authorization to negotiate. When the chief ups the ante they'll be on the spot big time.

- X If you're short on time, and just want to have an enormous firefight, have the Nomads think that the whole white-flag bit is some kind of trap. Their obvious response will be to attempt to sponge the characters.
- X For a different twist on the whole scenario, have the players play the Nomads and experience the whole situation from the other side, it should take only minor reworking to adapt the scenario to the Nomads' point of view.

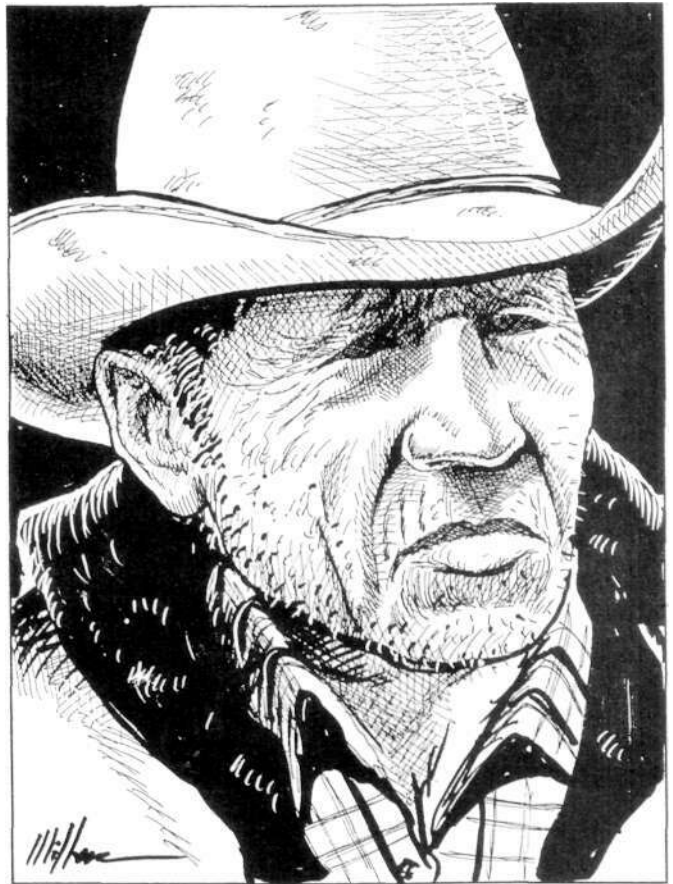
SKILL CHECKS

- Here are a few of the skill checks that characters will have to make during the scenario.
- Find the correct arroyo: INT roll over 15.
- Deciding to put the flag up to prevent attack: INT roll over 18 (or the players announce that they're doing it).
- Notice signs of the Nomads in the arroyo: Awareness/Notice roll over 24.
- See Nomads first: Awareness/Notice roll over 25.
- Characters detect the chief's bluff about sabotage mission/other Nomads: Human Perception roll vs. chief's Persuasion and Fast Talk roll.
- Notice that Nomads are using all Arasaka weapons and equipment: Awareness/Notice roll over 12 (or the players announce that they're checking).
- Survive 0500 carpet bombing: Roll 1D10. In some kind of shelter (i.e., cave), killed on 1-2, injured on 3-4, safe on 5-10. Out in open, killed on 1-5, injured on 6-8. Injured characters take 1-6 (roll 1D6) 1D10 attacks to separate areas of the body if out in the open, 1-3 (1/2D6) 1D10 attacks if in shelter. Have a nice day.

MAPS AND NPCs

OLLIE GUERRERO

Ollie Guerrero, a fifty year old Pueblo Indian, is the chief of the Nomad group hiding out on the Proving Grounds. He is wily and brave and will do his best to turn any situation to his advantage. Guerrero has more cyberware than most of the other Nomads.



ROLE: Nomad.

STATS: INT 9, REF 7/8, TECH 9, COOL 10, ATTR 5, LUCK 2, MA 7, BODY 8, EMP 9/6, SAVE 8, BTM -3.

SKILLS: Family 8, Leadership 5, Persuasion and Fast Talk 8, Awareness/Notice 7, Expert: Geography and Terrain of the Proving Grounds 9, Spanish 5, Melee 5, Shadow/Track 6, Wilderness Survival 7, Rifle 5, Brawling 6, Drive 4, Stealth 8.

CYBERWARE: Basic processor, Kerenzikov level one, chipware socket, interface plugs, right cyberarm with ripper hand.

GEAR: Arasaka WAA assault rifle (beat up), portable provisions and water, camouflaging material, knife, light body armor, survival equipment.

**BASIC
NOMADS**

These are Guerrero's nine (give or take) people. If more variation is desired, you can adjust the stats and skills for individuality. They should look fairly ragtag but act com-

petently. They have little cyberware but their weapons, although beat up looking, are sturdy and functional.

ROLE: Nomad.

STATS: INT 6, REF 8, TECH 8, COOL 7, ATTR 6, LUCK 4, MA 7, BODY 8, EMP 8/?, SAVE 3.

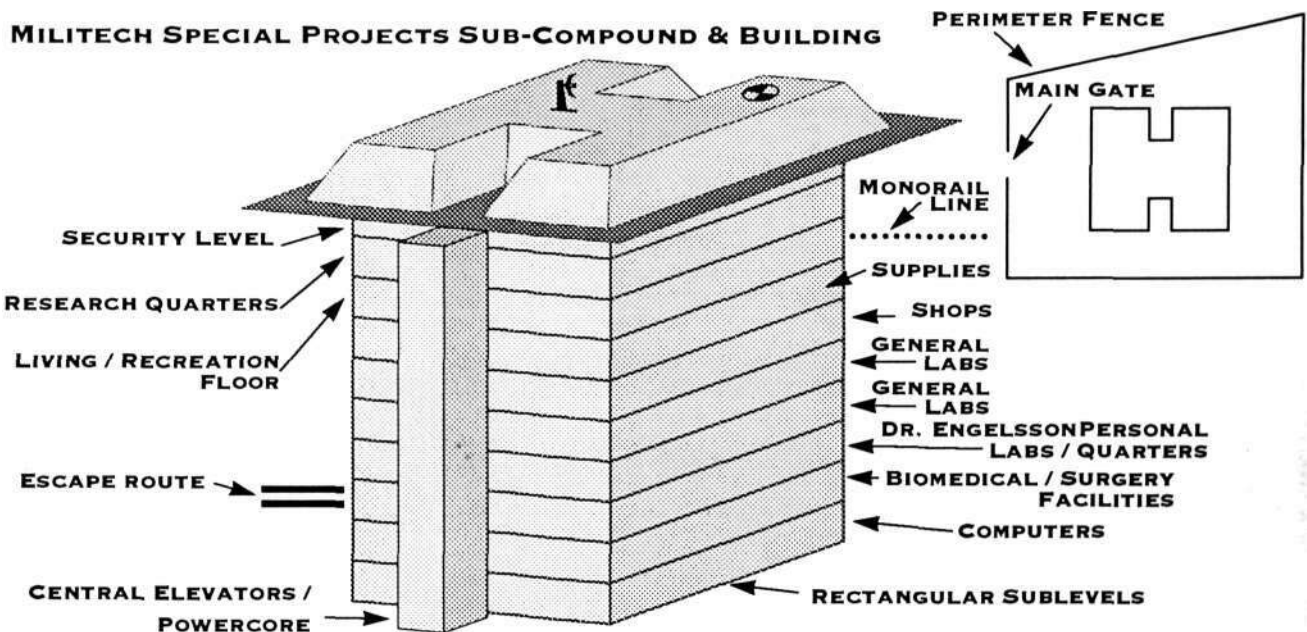
SKILLS: Family 6, Awareness/Notice 5, Spanish 5, Shadow/Track 4, Wilderness Survival 7, Dodge and Escape 3, Brawling 5, Handgun *or* Rifle *or* Submachinegun 3-7, Heavy Weapons (one only) 4, Melee 4, Driving *or* Medtech *or* Basic Tech *or* Elect. Security 3-6, Stealth 8.

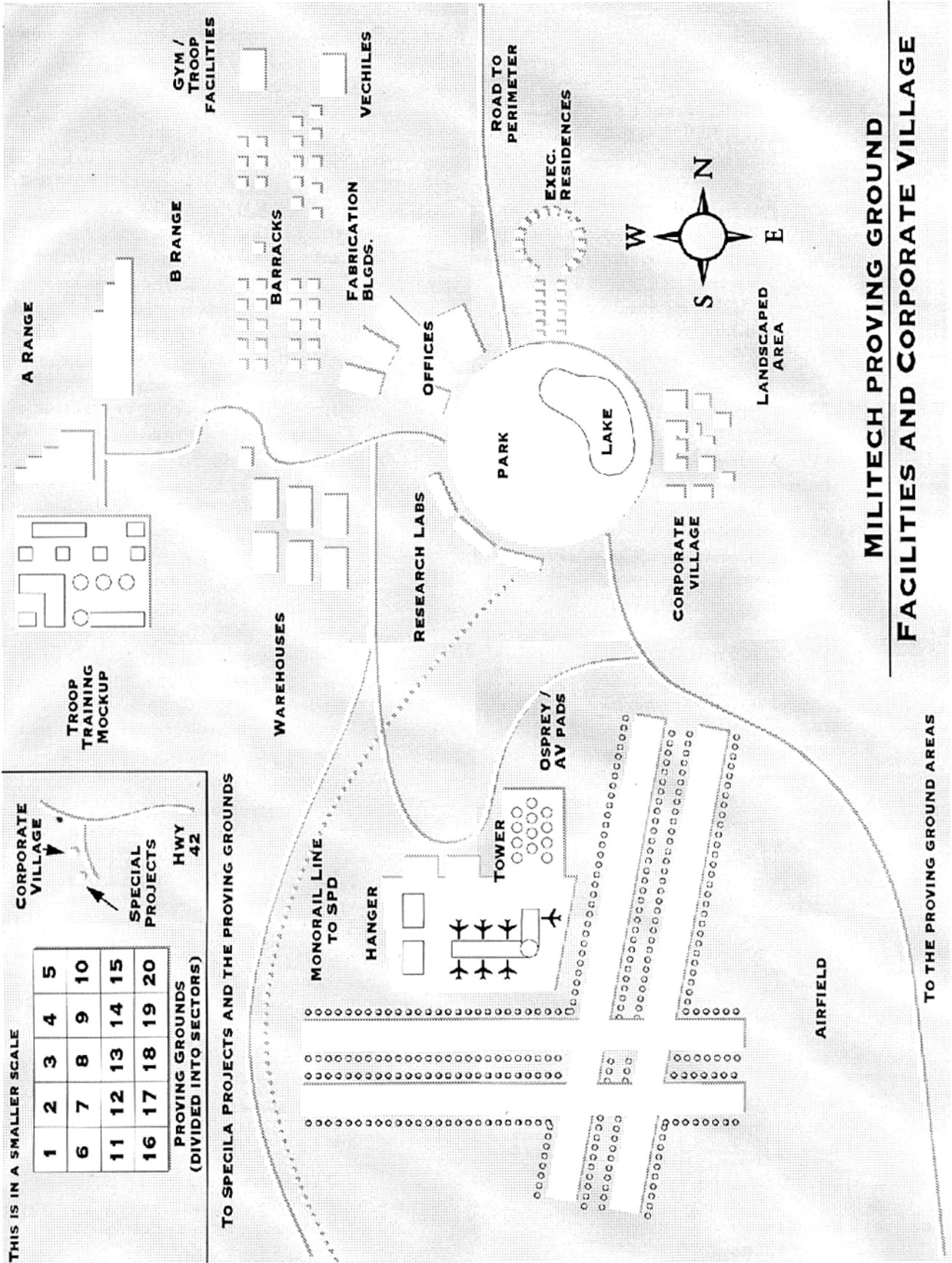
CYBERWARE: Various, but very little. Mostly chipware, cyberoptics/audio.

GEAR: Various. Survival equipment and supplies, beat up Arasaka weaponry, one portable anti-aircraft missile (optional), knives, light body armor.

OTHERSUPPORTINGCHARACTERS

Militech soldiers, guards, executives and specialists as described in *Uniforms. Equipment and Personnd.9*





THIS IS IN A SMALLER SCALE

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20

PROVING GROUNDS
(DIVIDED INTO SECTORS)

CORPORATE VILLAGE

TROOP TRAINING MOCKUP

SPECIAL PROJECTS

HWY 42

TO SPECILA PROJECTS AND THE PROVING GROUNDS

WAREHOUSES

MONORAIL LINE TO SPD

HANGER

RESEARCH LABS

OFFICES

TOWER

OSPREY / AV PADS

PARK

LAKE

CORPORATE VILLAGE

LANDSCAPED AREA

AIRFIELD

**MILITECH PROVING GROUND
FACILITIES AND CORPORATE VILLAGE**

TO THE PROVING GROUND AREAS

ROAD TO PERIMETER

EXEC. RESIDENCES

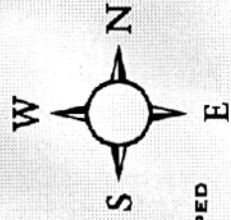
B RANGE

GYM / TROOP FACILITIES

BARRACKS

FABRICATION BLDGS.

VEHICLES



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